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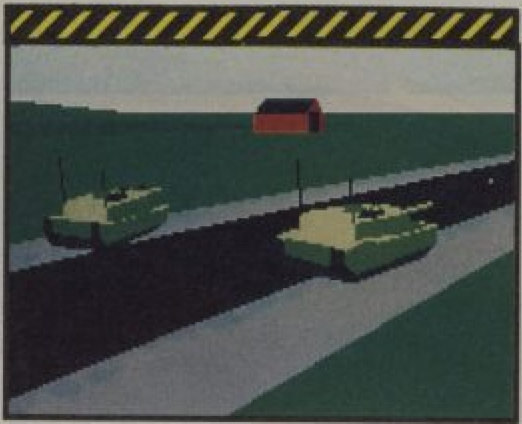

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CONTENTS

REVIEWED THIS MONTH NOV 1989 No.96







C+VG goes to the Las Vegas Arcade Fair and reports on the hottest new arcade machines on the scene - and there are some amazing developments, including the first PC Engine coin-op, 3D Tetris and an incredible new 3D road racing game from Atari.







EDITOR: JULIAN "JAZ" RIGNALL
Usually found knocking up some unfeasibly huge score on a video game or pinball table in one of Southend's many arcades - if he's not there, he'll be at home doing the same on one of his computers or consoles... Sometimes he stops to eat and sleep, but only occasionally!



ART EDITOR: ANDREA "HEADINGS" WALKER
When Arty Andrea's not screaming at Paul for more captions, she's usually at her desk slapping down C+VG's pages and making them look all lovely and colourful. And if she ever has a few spare moments, she nips into the games room to have a crack at the latest PC Engine game...

CREDITS

THIS MONTH'S COVER: Jerry Paris. EDITOR Julian Rignall ART EDITOR: Andrea Walker STAFF WRITERS: Paul Glancey Paul Rand ART ASSISTANT: Osmond Browne ADVERTISING MANAGER: Nigel Taylor DEP ADS

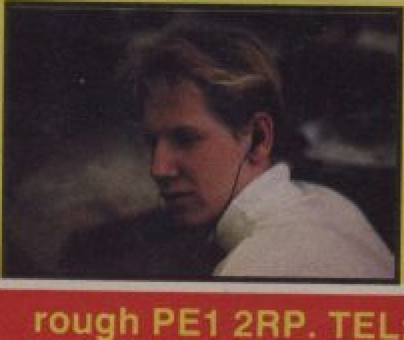






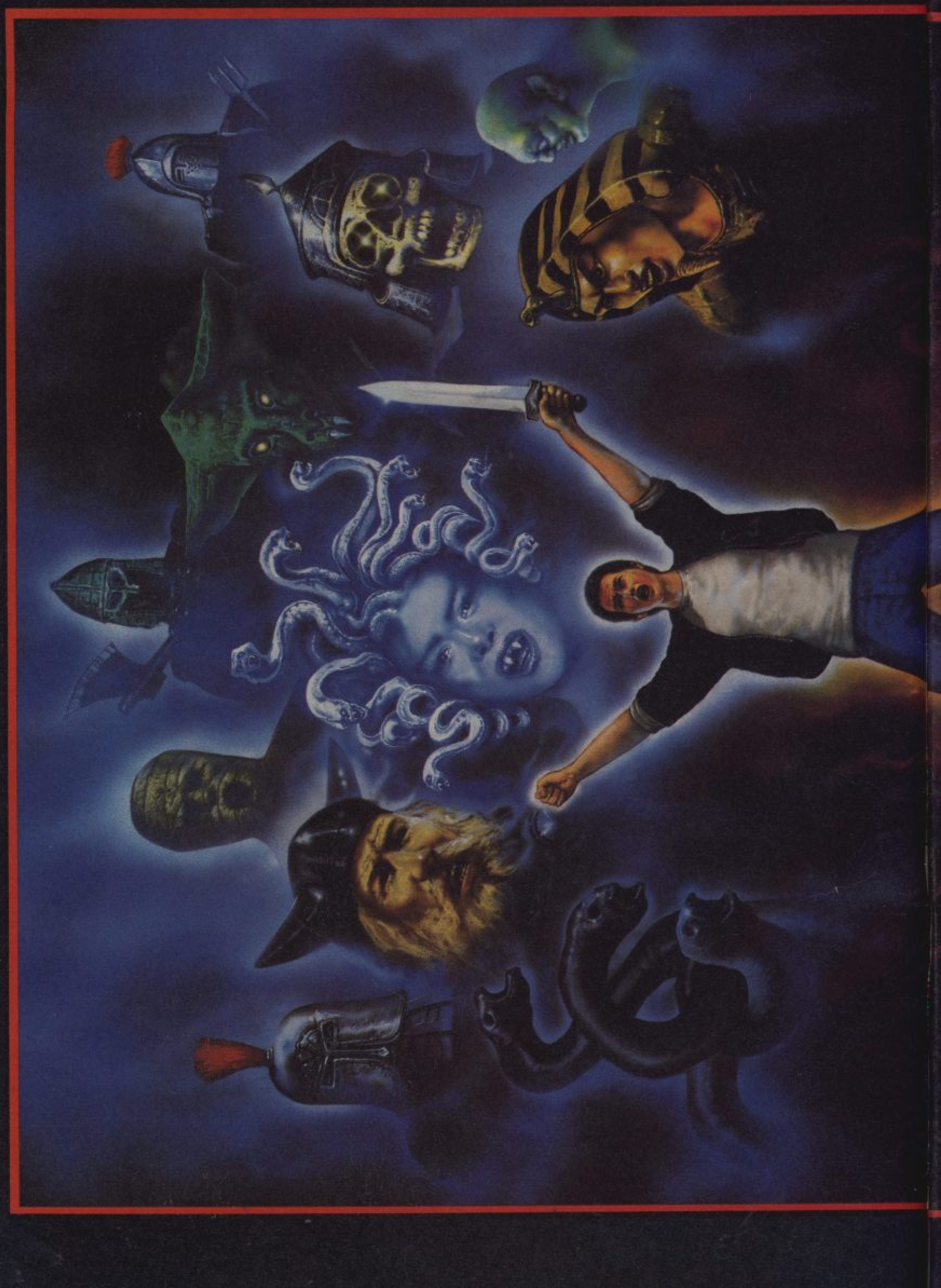


STAFF WRITER: PAUL "BUST PC" GLANCEY
Paul's been a busy bod this month, rushing around like a blue-ar... er bottomed fly doing all sorts of horribly complicated things with his PC computer, which keeps on breaking down at the most inopportune moments. But he's nevertheless managed to squeeze in quite a few playing hours on the Indy Adventure game...



STAFF WRITER: PAUL "RANDY" RAND
A new addition to the team, Paul has moved from boring old ZZAP! 64 magazine to write for us upwardly-mobile high fliers at C+VG. He's was a C64 and Amiga lover before he arrived, but has found that gaming can be a whole heap of fun whether you own a Spectrum, Megadrive or whatever!

MANAGER Joanna Cooke SALES EXEC Tina Zanelli PRODUCTION ASSISTANT Glenys Powell PUBLISHER: Graham Taylor SUBSCRIPTION ENQUIRIES: EMAP Frontline, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2RP. TEL: 0733 555161. FAX: 0733 62788. EDITORIAL AND ADVERTISEMENT OFFICES: Priory Court, 30-32 Farringdon Lane, London EC1 3AU. TEL: 01 251 6222. FAX 01 490 1095.



SAM...BEYOND THE SPEC

There's a new computer in town - a Spectrum compatible which goes by the unassuming name of SAM. Will it set the world on fire - or will it be consumed by the impending flood of Japanese consoles? Eugene Lacey takes a peek...



READ ALL ABOUT IT

Outwardly, the SAM coupe is not unlike most recent 8 bit computers on the market, with its Z80 processor, natty grey/blue casing, typewriter-style keyboard and low price of £150. And if all that sounds vaguely Spectrumesque, you'll be even more surprised to find out that almost all Spectrum software is compatible with MGT's new computer.

This may sound a rather silly idea at first - but there's a LOT of Speccy software out there. Christmas shoppers, searching for a cheap, well catered-for computer for their kids seem to be MGT's target audience at the moment, with that strategy probably changing totally once a respectable number of units have been offloaded onto unsuspecting buyers. For Spectrum compatibility is only the tip of the SAM iceberg.

SAM MODES

There are four SAM modes, the first being, of course, the ability to use 95% of available Spectrum software. Running at a slightly faster rate than the real thing, it will be possible to do tricks such as change the in-game colours if you're not too keen on the originals. Mode two is the graphics mode, aimed at budding computer artists who don't feel the need to splash out £300+ for decent pixel resolution, while Mode three caters for small business/home accounts bods, with an 80-column screen display (handy for word processor packages and the like).

Then there's Mode four, or SAM mode as it's been labelled. In this mode, graphic and sound quality soars far above that of every 8-bit computer available, rivalling even the power of the likes of the ST and Amiga! All this is made possible by the use of a specially constructed controlling chip, designed by MGT themselves, which offers outstanding 8 bit power at an outrageously low price. In a recent graphic demonstration MGT displayed a picture of the Tutankhamen mask so familiar to Amiga owners, and differences between that and the 16-bit version were negligible. Sound is produced by the unusual yet very powerful Philips SAA 1099, offering six channels, eight octaves and stereo capability to give programmers the ability to produce near-synthesiser quality music and effects.

WHAT ABOUT GAMES?

All this technology would be useless without software to take advantage of it, so MGT have set up their own mini software house and commissioned a host of big names, including Fairlight coder Bo Jangeborg and tunesmith Dave Whittaker, to firstly create a range of impressive programming tools to complement the machine and then to assist in the production of SAM mode games software when the excitement of Spectrum compatibility finally wears off.

At the moment, SAM is being offered only on a first-come, first-served mail order basis, but when the machine hits the high-streets nearer to the festive season it will be promoted by a cute cartoon robot called, unsurprisingly, Sam, who's springy-limbed form shall appear in the windows of SAM stockists across the country. Not only that, but Sam will also pop up in the manual offered with the computer.

The SAM Coupe is certainly the hot-

CTRUM

test development in 8 bit computer technology for years. While other, wealthier companies are stuffing extra memory into new cases containing old hardware, MGT have come up with a computer which not only mimics Britain's most popular micro, but also offers a plethora of powerful extras to suit a wide range of uses and users. As ever, it's the software support that makes or breaks a machine - as soon as we find out who's programming SAM-specific games we'll be bringing you an update in a later issue. Until then you'll just have to make do with Spectrum games.

SAM will be officially launched on November 20. In the meantime, if you want more info, or wish to put in an order for one of the first machines off the production line, ring the SAM Hotline on (0792) 791275.



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L TIME

GOLD 2



PLATINUM 1



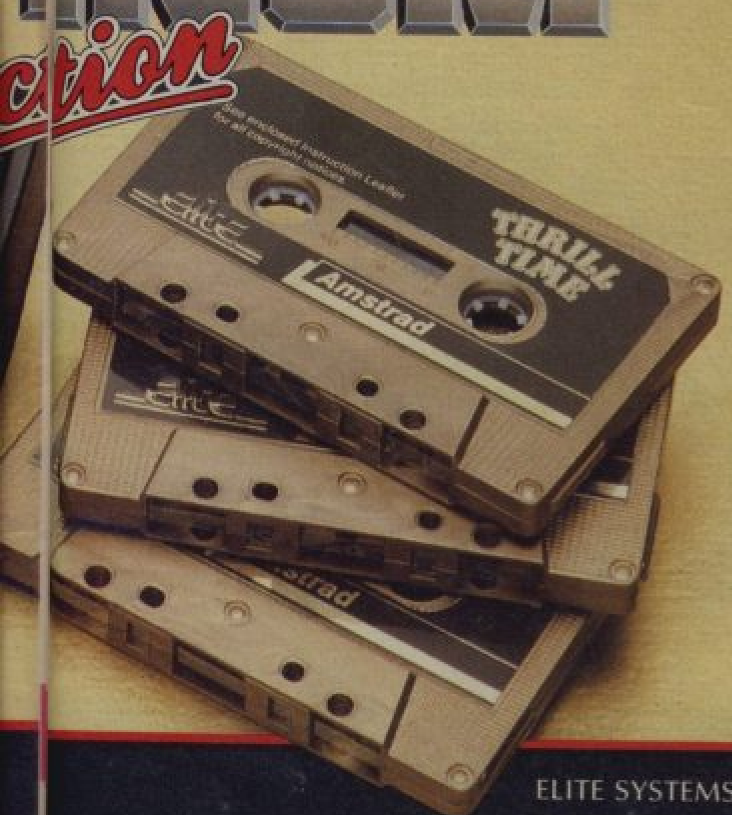
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NEWS

HEWSON' CHRISTMAS BOXES

Hewson are all set for the run-in to Chrimbo with an impressive list of new titles.

Ones to watch out for are The Christmas Collection, an 8 bit compilation of a huge range of top games including Uridium, Cybernoid II, Sanxion (64 only) and Hydrofool (Spectrum only). At £12.99, The Christmas Collection represents superb value for money and a break for mums and dads while Wizard of Oz is on again.

Keep an eye out too for the follow-up to hit game Nebulus. With the imaginative title of Nebulus II, Pogo the Green, Bouncy Thing bounds his way through sixteen towers of hassle including slides, teleports, collapsing ports and swinging ropes.

But perhaps the most exciting prospect is the post-January sales release of Paradroid on the 16 bits. With gameplay designed with the ST and Amiga in mind, as well as a huge graphic and sound overhaul, Andrew Braybrook, the game's programmer, expects big things from Paradroid. And with his reputation for quality, so do we.





BRANSON'S BARGAINS

They said it couldn't be done. "It's impossible at those prices", they declared. But Mastertronic have taken the bold step of launching 16 Blitz, a range of true budget games for the ST, Amiga and PC.

On offer at the staggeringly low price of £4.99 are Knight Games, Little Computer People, Roadwars (Roadwars II on Amiga, with souped-up graphics, sound and gameplay), Sorcery Plus and World Darts to name but a few.

Will the new price policy pay off? Do 16 bit owners actually WANT cheap software? Or will they be all hoity-toity, stick their noses in the air and say "We paid enough for the machine, so why buy budget?" Let's hope the move works, for it may begin to bring prices down across the board.

16 BLITZ MASTERTRONIC

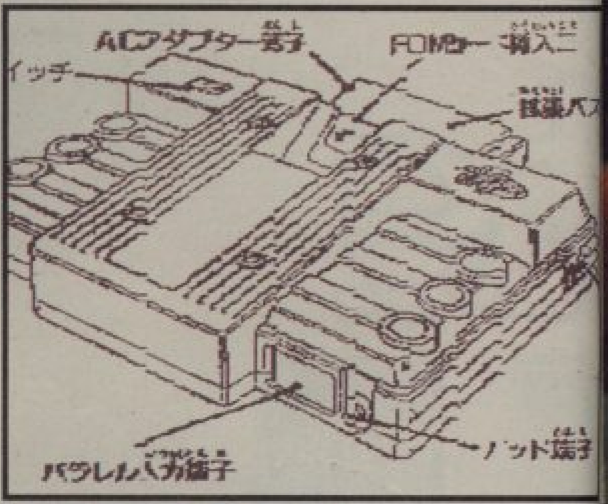
CALL THAT A STICK?

Spectravideo inform us that this isn't a joystick, but a game controller. Whatever it is, it's called the (take a deep breath) Spectravideo Quickshot QS 129 Flight Controller (breathe normally again) and it's been described as "the controller for the 1990's" (by Spectravideo, conspicuously). It certainly looks a bit swish, perhaps taking just a hint of an idea from Konix's Multisystem controller, Spectravideo reckon that it will "enable the player to almost forget it is there and appear to play his favourite arcade games by thought alone." The Flight Controller will retail at £12.50, with their old faithful Quickshot II Turbo dropping to £10.50. So what next? A true thought-controlled joystick? We shudder to think about the length of it's name!



PC ENGINE III!

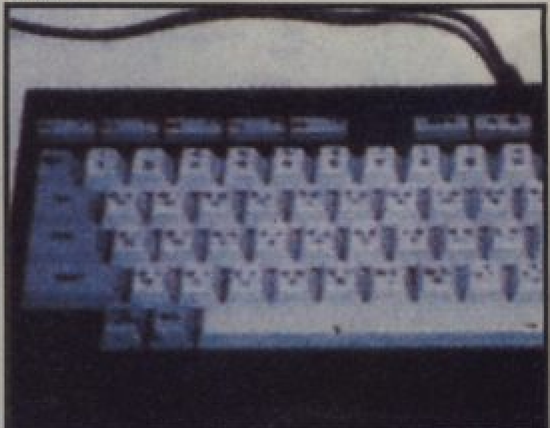
As C+VG was going to press this month, all was silent except for the clatter of keyboards. Then came the whirring of a distant fax machine, churning out news from Japan which came as quite a shock - specifications and diagrams of the PC Engine III!! Unfortunately most of the text was in Japanese, but we did find out that the machine's central processor will run at a staggering 16 Mhz - so it has about three times the processing power of the original PC Engine. We're having the text translated as you read this, so if you want the whole story, read next month's issue.



MEGADRIVIN'

News from the States is that the Genesis (which is the name of the US versions of Sega's Megadrive) is soon to be accompanied by a range of hardware add-ons. We've already told you about the modem, which lets you play certain games against a friend over the 'phone lines. As well as this, though, there's going to be a plug-in disk drive, a computer keyboard and a graphics tablet so you can use the machine's graphics capabilities in your own on-screen masterpieces. Expect them to appear over here (officially), soon after the (official) British launch of the Megadrive next Easter.

Also coming from stateside softco Spectrum Holobyte is a Megadrive conversion of top-selling flight sim, Falcon! Coo!




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Commodore Amiga screenshot



Commodore Amiga screenshot



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RELEASE DATE: 29th NOV. '89

EUROPEAN RELEASE DATE 13TH NOV. '89



Also, just released Steve Bak's 'Dogs of War'.

Steve Bak, author of the highly acclaimed 'Goldrunner' and 'Leatherneck', has joined forces with Elite, publishers of the definitive arcade war games: 'Ikari Warriors' and 'Commando', to produce the ultimate game in this classic genre. Drawing on the comments made by thousands of 'Ikari'/'Commando' enthusiasts, Steve has designed a totally new action-war game incorporating features that these classics SHOULD have had:

- Simultaneous 2-player action.
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Steve Bak's DOGS OF WAR



Release date: Europe 16th Oct.
UK 1st Nov.

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REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS
Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND
Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE
Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY
This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL
The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

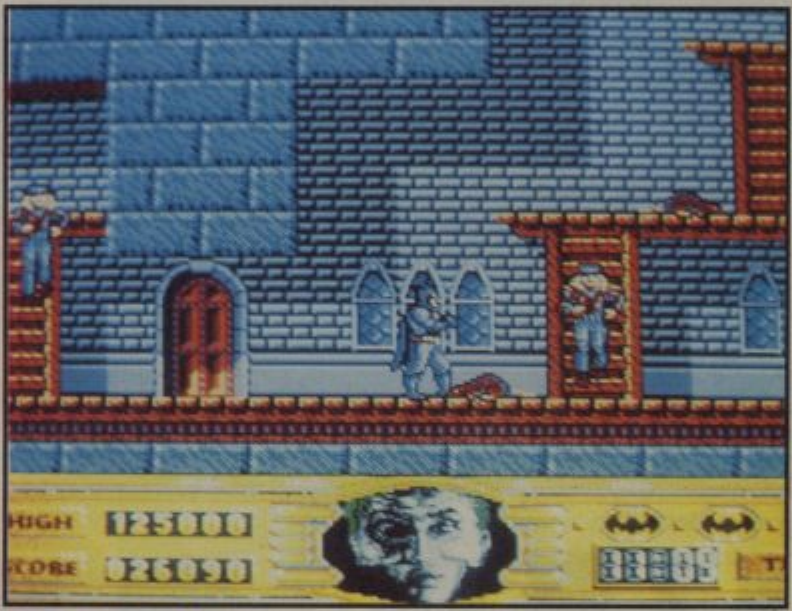
THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

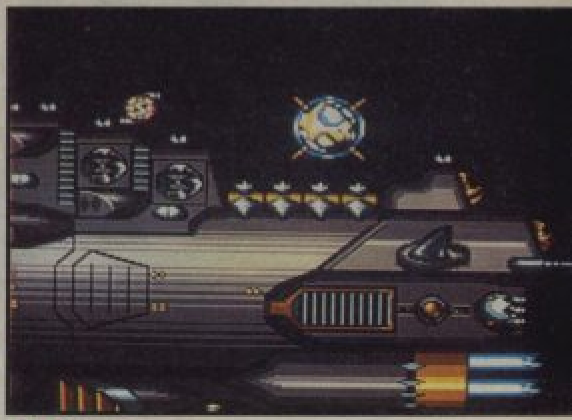
GORDON HOUGHTON
Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

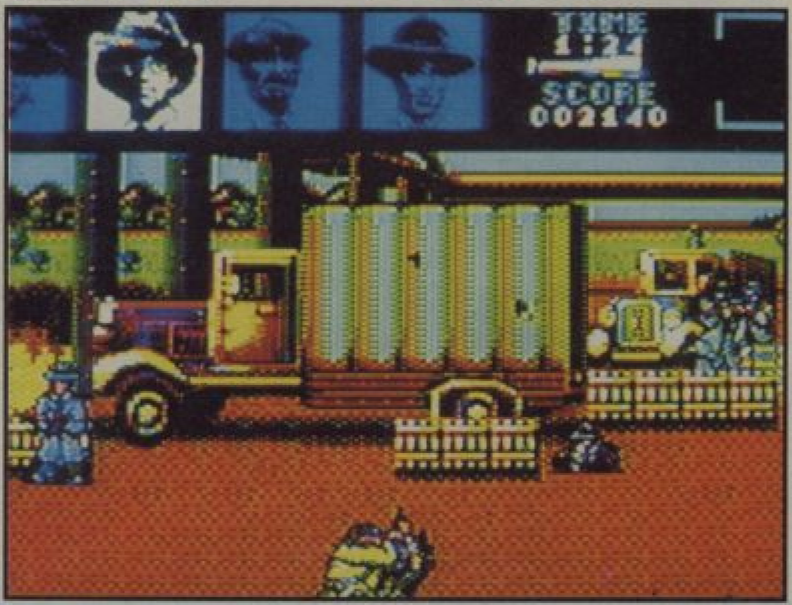
PAUL RAND
An easy-to-please gamer who likes all sorts of computer games.

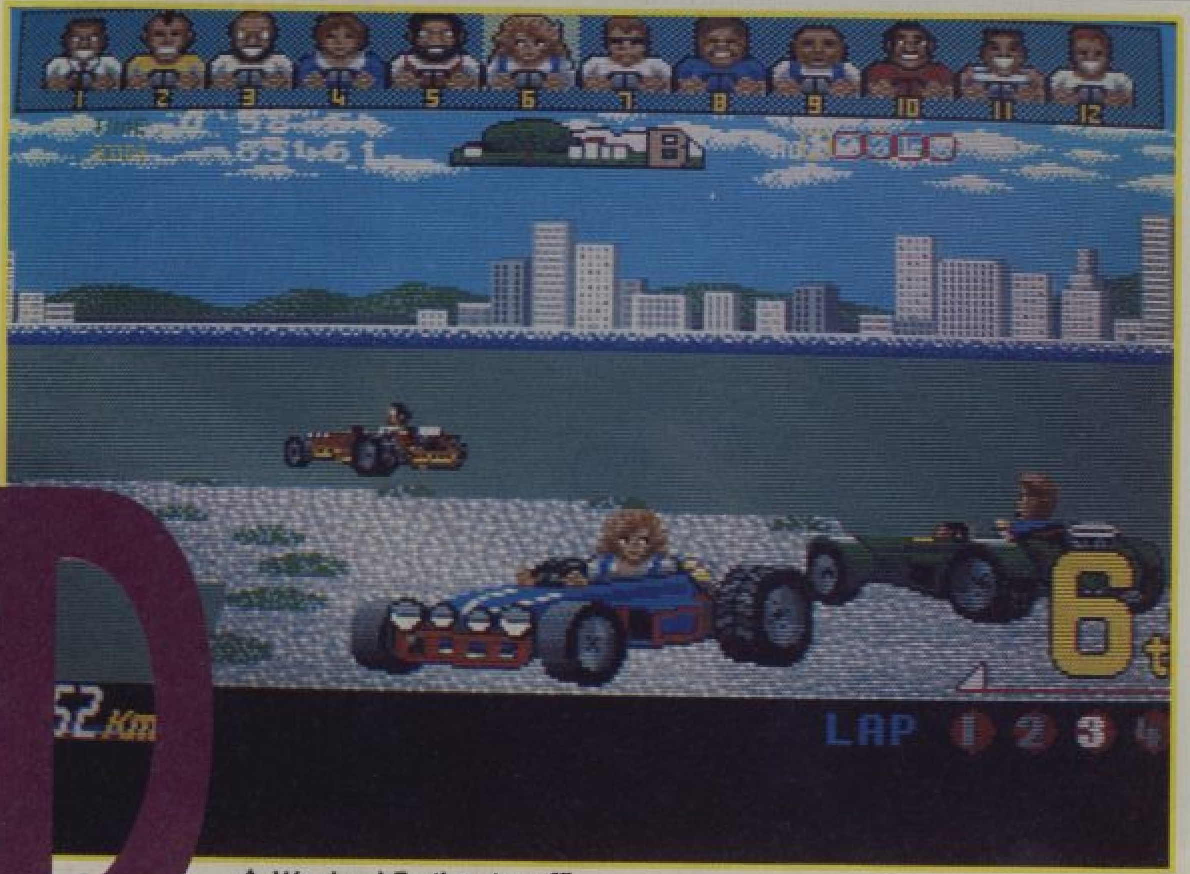


C+VG HIT! REVIEWS



REVIEWS





▲ Woohoo! Emily spins off!

POWER DRIFT

BY ACTIVISION

Every few months since they released Space Harrier into the arcades, Sega have startled arcadesters with the latest of their super-speedy 3D gaming experiences. Earlier this year, the game wowing the crowds was Power Drift, an exhilarating buggy race over 25 tracks which are like tarmac roller coasters.

Activision saw the potential kilobucks that home conversions of this mega machine could earn and quickly signed up the licence, much to the derision of a sceptical press. They're hoping this will be the Christmas number one, and I'm happy to report that their faith isn't as misplaced as everyone thought it would be.

The ST and Amiga programming is by Zareh, the guy behind Activision's masterly Sega 16 bit conversion, Super Hang On. The nine months' work he has spent on the game have resulted in what is undeniably a very creditable conversion of the coin-op.

As in the arcade game, you get a choice of drivers and five sets of five courses to drive. After making your selections, you're shown the first track spinning around in 3D, then you zoom up behind your racer who's revving up on the start line. The time-keeper's voice counts you down, the green light appears and you're off! Now all you have to do is get ahead of a pack of twelve other racers and remain somewhere among the front three for four laps.

The tracks feature the usual hairpin bends, and there are ramps which take you high off the ground, so plummeting off the road in such places can cost you several positions. There are also jumps in the roads, some

▼ Whizzing under a ramp in first place!

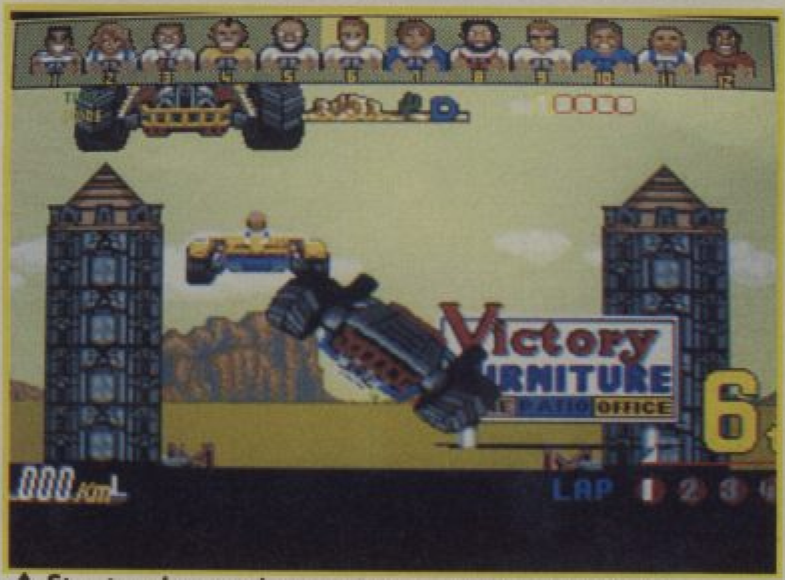


▼ Emily's buggy takes to



even at crossroads, so you can actually have a mid-air collision with a car travelling at right angles to you!

The buggy is under joystick or keyboard control, but the best way to play is on the mouse, with the two buttons acting as accelerator and gear shift, and the joystick or keyboard providing brake controls. Inconvenient? Not really. Power Drift fans will know that on the rare occasions when you want to slow down, you use engine braking, not the foot pedal. That's not the only instance of the conversion being totally faithful to the original game.



▲ *Spectacular aerobatics after colliding in mid-jump.*

The tracks are perfect copies of the coin-op and the logic which drives the other cars is much the same, so you can actually use arcade tactics to win races. Zareh has also included a couple of the arcade game's secret effects which I won't reveal here, but you racing aces will know the ones I mean.

Naturally the Amiga can't hope to copy the coin-op's graphics perfectly, and if you're just watching someone else play, the conversion looks a bit too jerky to be very convincing. When you actually sit down and play, though, the effect is great, certainly captivating enough to have you swaying around in your seat (who needs hydraulic chairs, eh?).

The test for a good racing game is whether it induces a feeling of speed and how intense the competition is to get to the front. This conversion is strong on both criteria, so if you're at all keen on the coin-op, this is a game you should get your mitts on at the first opportunity.

PAUL GLANCEY



UPDATE

The ST version will run about as fast as the Amiga version, at the expense of a little graphical smoothness. Also, it won't feature music or speech while you're actually driving. Chris Butler (Space Harrier, Thunderblade) is converting Power Drift to the C64, and the last we saw of it, it was looking very good indeed with a very fast 3D road effect. Spectrum and Amstrad conversions are coming along nicely, and should also be very impressive indeed.

AMIGA	£24.99
GRAPHICS	82%
SOUND	86%
VALUE	81%
PLAYABILITY	83%

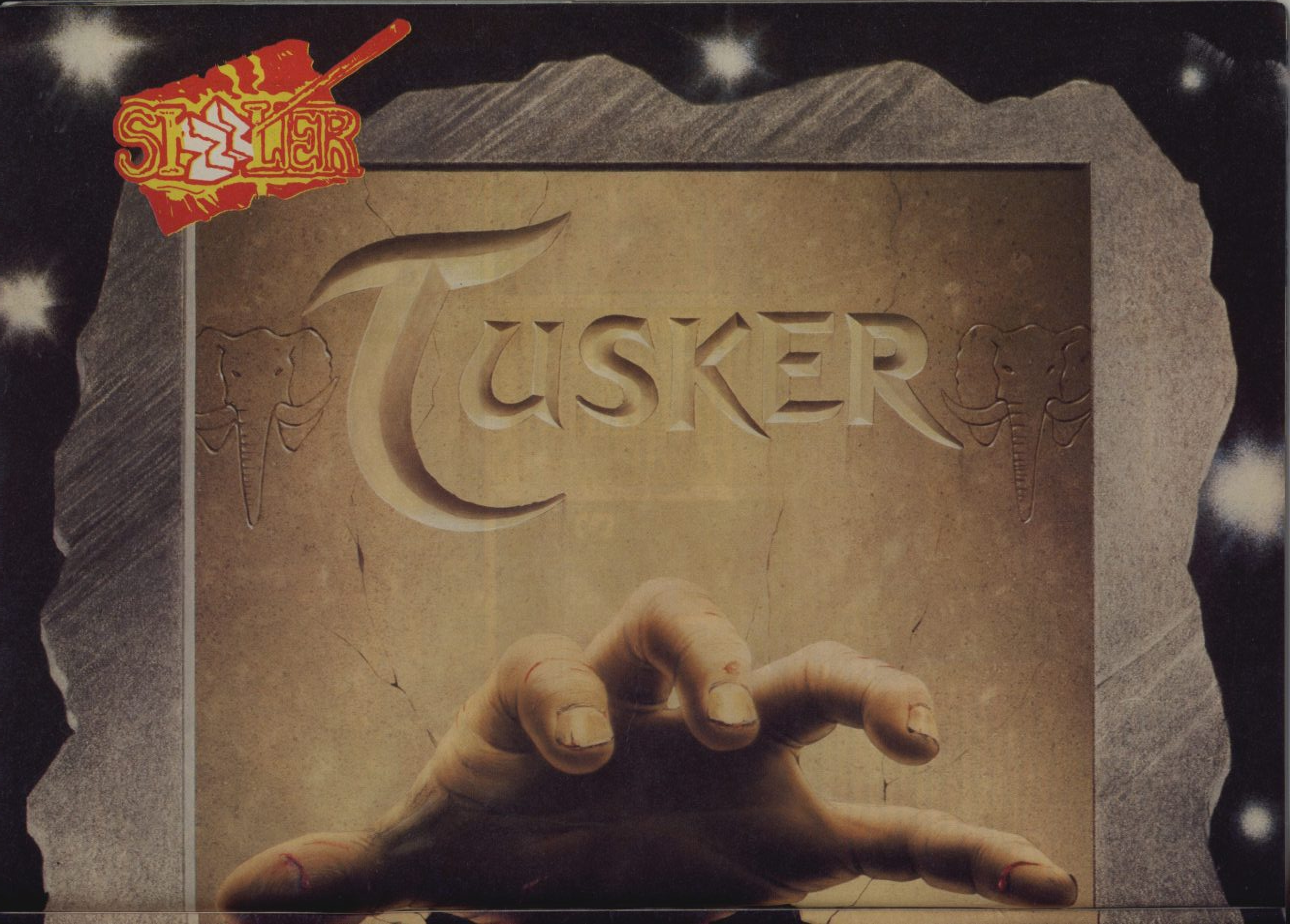
Hours of racing thrills in what is surely the best Power Drift conversion the Amiga is capable of.

OVERALL	83%

to t e air.






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ONE MAN'S DREAM
ONE MAN'S DESTINY
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Mail Bag





Wotcha! Yer ole mate Yob's back for another monthful of missives and I must say it's been a right laff reading through some of your letters this month. Some of you guys obviously aren't taking the tablets, and are sending in some weeeeird words!! But, hey, variety is the spice of Heinz (or summat) so if you've got anything you want to tell me and the rest of the readers - a question, complaint or a seedy personal problem - get it down on paper, grab a postman and threaten to chin him if he doesn't take it to this address: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

HANDY HINTS I

Dear Yob,
I'm writing in with some tips for IK+ on the Amiga. First, load up the game, then beat everyone up to win the game. Good, eh?
I've also got a bug to report in Operation Wolf which I discovered six months ago. I'd never heard of Operation Wolf at the time, but a friend explained that you shoot men on the screen with an UZI machine gun and that he'd just bought it for his C64. So I went around to his house with the necessary artillery and started shooting. Imagine my surprise when the TV exploded and shards of glass several inches long embedded themselves in my friend's face and upper torso. How can a reputable company like Ocean get away with leaving such glaring bugs in production copies of their games?
By the way, have you ever played Captain Blood? How come the only alien you can find is on the first planet and why does he keep going on about John Lennon's wife and his dad having something to do with genetics? And what's "Pop sob! Sob!" supposed to mean?
Yours thickly,
A Thick Git.
YOB: It's nice to hear from someone who lives up to their name so faithfully.

HANDY HINTS II

Dear Yob,
Feeling the cold as those winter nights close in? Here's a handy hint to keep you warm on dark November evenings. First boil a kettle, then pour the scalding water over yourself. Quickly find a telephone and call an ambulance (it's a good idea to keep the 'phone near the kettle). When the ambulance arrives, the attendants will probably diagnose third degree burns and take you to a hospital with lots of warm blankets and all the benefits of a fully-functioning central heating system.
Yours dubiously,
Arthur Strange, Nantwich.
YOB: Remember kids, Arthur is a professionally trained maniac, and his suggestion is not to be attempted unless you are several sandwiches short of a picnic.

THANKS FOR THE MEMORY

Dear Yob,
Reading the October issue of C+VG, I came across a review for the Amiga game, Sim City. John Cook made it sound brilliant!
I'm thinking of getting an Amiga anyway, and so Sim City will be high on my games list. But getting back to the review, John said "If you've ever wanted a very good reason to go out and buy a half megabyte upgrade, here it is - Sim city". Does this mean you have to buy an extra RAM cartridge to actually load and play the game? I'm new to this 16 bit business so would you please tell me.
Yours puzzled,
David Salter, Paignton.
YOB: Would Cookie lie to you? Sim City is one of those dead sophiss games (the only other one at present being the fab Dungeon Master) that needs the half-meg silver wedge jammed in the Amiga's bum, so if you want to play it on your new machine, expect to have to shell out an extra hundred sovs or so for the upgrade.

CRAZEEE!!

Dear Yob,
I would like to say two things about your brilliant mag. Firstly the back cover on issue 95 is absolutely ace! I'm into grenades and UZIs. Secondly, when are you going to review games for the Commodore 16?
Yours sincerely,
Ryan H, Wakefield.
YOB: Uh... Is there a psychiatrist in the house?

NO CONSOLE-ATION

Dear Yob,
Before I start, what kind of a name is Yob?!? I think Yob is far too sensible a name for someone with the intelligence

of a tree! In case no-one has noticed, Yob is Boy spelt backwards. Clever, eh? (Not really - Yob)
Now down to serious business. I recently got a console (Taiwan made) from the Far East, accepting games that come on cartridge. In fact I think it's a ripoff of the Nintendo. The only trouble is that the *#@*ing thing wouldn't work on any British TV when I hooked it up. I know for a fact that it has a PAL output, but that's as far as my technical abilities go. I figured it had something to do with the UHF or VHF or whatnot. I only get blurred graphics on the TV at best. Any ideas?
Yours inscrutably,
Charlie Chan's Number Three Son, Kettering
YOB: Ha! Sounds like you've been stitched up like a kipper, old son. I've heard of these machines before and they are indeed pirate versions of the NES manufactured with inferior components and packaged with a load of hacked games on a single cart. Seems whoever sold you this one was either telling you porkies about it's compatibility with British TV or the NTSC to PAL conversion circuitry is well ropey. Someone at your local TV repair shop may be qualified to help out but I wouldn't be surprised if you've bought yourself a plastic doorstop. See what you let yourself in for when you buy dodgy gear?

ENGINE TROUBLE

Dear Yob,
I am thinking of buying a PC Engine, but I've heard you can't buy or use an unmodified Engine in Europe. Is that really true? If so what drawback would buying a modified PC Engine over here present? Also, what's the difference between PAL and SCART?
One last question - what's the likelihood of NEC marketing the Engine in the UK by the end of next year?
Yours inquisitively,
James Taylor, Bracknell.
YOB: No, you can't use an unmodified Engine over here because the power input and TV output are designed for Japanese electricity supply and TV signal format. PAL is the British TV signal format so if you want to run a PC Engine off a telly, get a PAL converted one. SCART Engines provide a pin-sharp picture, but to use one you have to have either a monitor or a TV with a SCART/Euroconnector (it's a long D-shaped plug), so check the back of your TV before you send off your cheque. NEC aren't giving any date for an official UK Engine launch, but it's just hit the shops in the USA, so Europe should be next on the agenda. I'll lay a pint of prawns to a pinch of salt it won't be out before the end of 1990, though.

JAZ IS YOB SHOCKER!

Dear Yob,
I think you are really Julian Rignall. After extensive research I have discovered that if you rearrange the letters in the word Yob you get Jaz!! Am I right??
Yours anagrammatically
David Hague, Sancton.
YOB: WHAAATT!! 'Course I'm not Julian Rignall! Yob is what it says on my birth certificate, and Yob is who I am! By the way, after extensive research, I've discovered that if you take some letter away from David Hague, then mix the remaining letters around a bit you get A DIV. Am I right??

CRAZEEE!!! TWO

Dear Yob,
Even though I'm a fourteen year old schoolboy, I am sure that I am the Queen of England and Mother of the Commonwealth. What can I do?
Regally Yours
Elizabeth R.
YOB: I think I can feel one of my heads coming on.

MISSING MATMAN OF MICROPROSE

Dear Yob,
I am writing to you to ask whether you could help me find a game. About six months ago I saw a computer game called Micro League Wrestling advertised for the Commodore 64, but I've never been able to find it in my local computer shops. I was wondering whether you could print an address where I could get it.
Violently yours,
Andrew Reeves, Stevenage.
YOB: Microprose were the company behind Micro League Wrestling, and you can contact them on 0666 504326. Beats me why you're so keen to hunt it down - it was a pretty crappy game.

WE HAVE A WINNER

Dear Yob,
After many long hours of play I've just finished Jet Set Willy on my 48K Spectrum. Now, I just have to know, am I the first?
Yours very foolishly,
Tony Patricks, Staleybridge.
YOB: No, but whatever happened to Matthew Smith?

CRAZEEE!!! PART THREE

Dear Yob'll Fix It,
I'm an ST owner and I really love games which feature sampled sound effects, because they make everything seem so realistic. Please, please, please could you fix it for me to be a sampled sound effect for a day.
Thank you,
Candy Bar, Aberdeen.
YOB: Now then, now then, as it 'appens, Doctor Sound Sampler, come and sit on my magic chair...

PC ENGINE vs AMIGA

Dear YOB,
I'm confused about Hudson's Gunhed on the PC Engine and the Bitmap Brothers' Xenon II on the Amiga - which is the better? They both got the same rating (96%). I think Xenon II looks much better and sounds better but you're always putting the Amiga down. You can't play games like Dungeon Master and Elite on the PC Engine, you know!
Yours mildly outraged,
R Crampton, Hayes.
YOB: Xenon II is one of the very best Amiga shoot 'em ups around, which is why it got the mark it did, but in overall cosmic terms, Gunhed is the better game but a tiny margin - if our reviews went to ten decimal places it would have scored ever so slightly higher. That's not to say the Amiga is crap, it's just that the PC Engine's hardware is near enough dedicated to fast arcade games like Gunhed. The Amiga's hardware is designed for a much wider range of uses so it excels in other gameplaying areas. So griping about how "the Amiga is better than the PC Engine" is pretty pointless, isn't it? Anyway, does it flippin' matter?

TINA'S TITTERS

When loverly Tina joined our ad team last month, we asked you to send in some jokes about her Lada. These are just some of the best. Thanks to one and all, but Leslie Ross' induced the biggest laffs, so he gets the T-shirt, signed with a very rare fibre-tip pen by Tina herself.

Q: How do you make a Lada look good?
A: Park it in the showroom of a used Skoda dealer.
Q: How do you double the value of a Lada?
A: Fill it up with petrol.
Q: Why do Ladas have heated rear windows?
A: To keep your hands warm when you're pushing it.
Leslie Ross, Evanton.

Q: What do you call a Lada on top of a hill?
A: A miracle.
Q: Why does a Lada need a five speed gearbox?
A: So it can overtake milk-floats.
Clara Massa, Inverclyde.

Q: What do you call an open-top Lada?
A: A skip.
Q: What do you call a Lada with twin exhausts?
A: A wheelbarrow.
Q: What do you call a Lada with a sun-roof and all the windows open?
A: A climbing frame.
David Frank, Huddersfield.

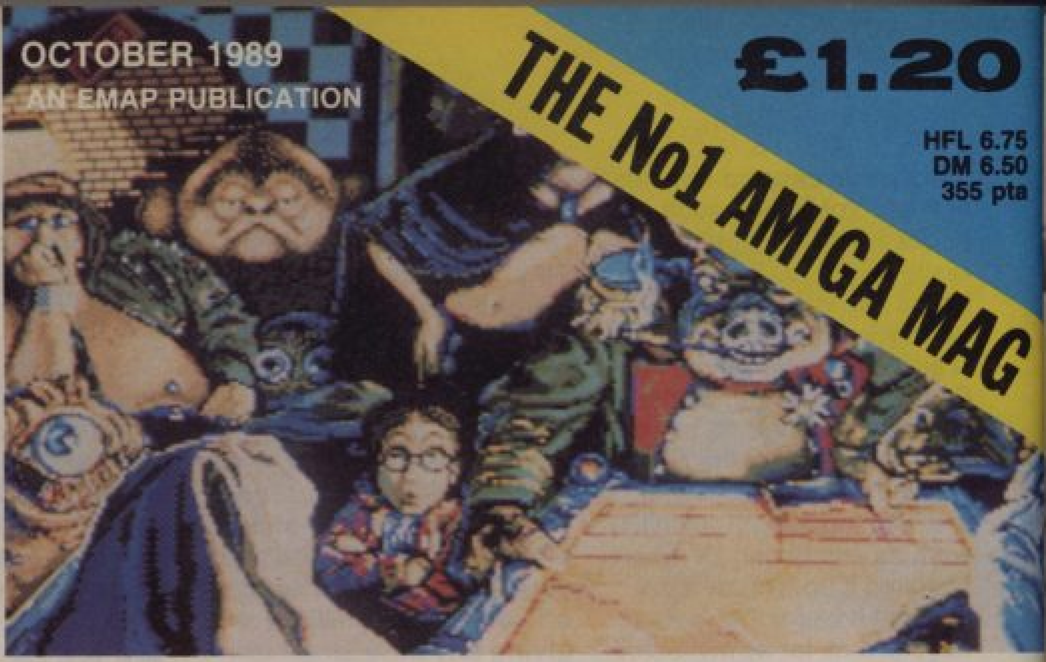
THE YOB!

CU AMIGA-64

OCTOBER 1989
AN EMAP PUBLICATION

THE No1 AMIGA MAG

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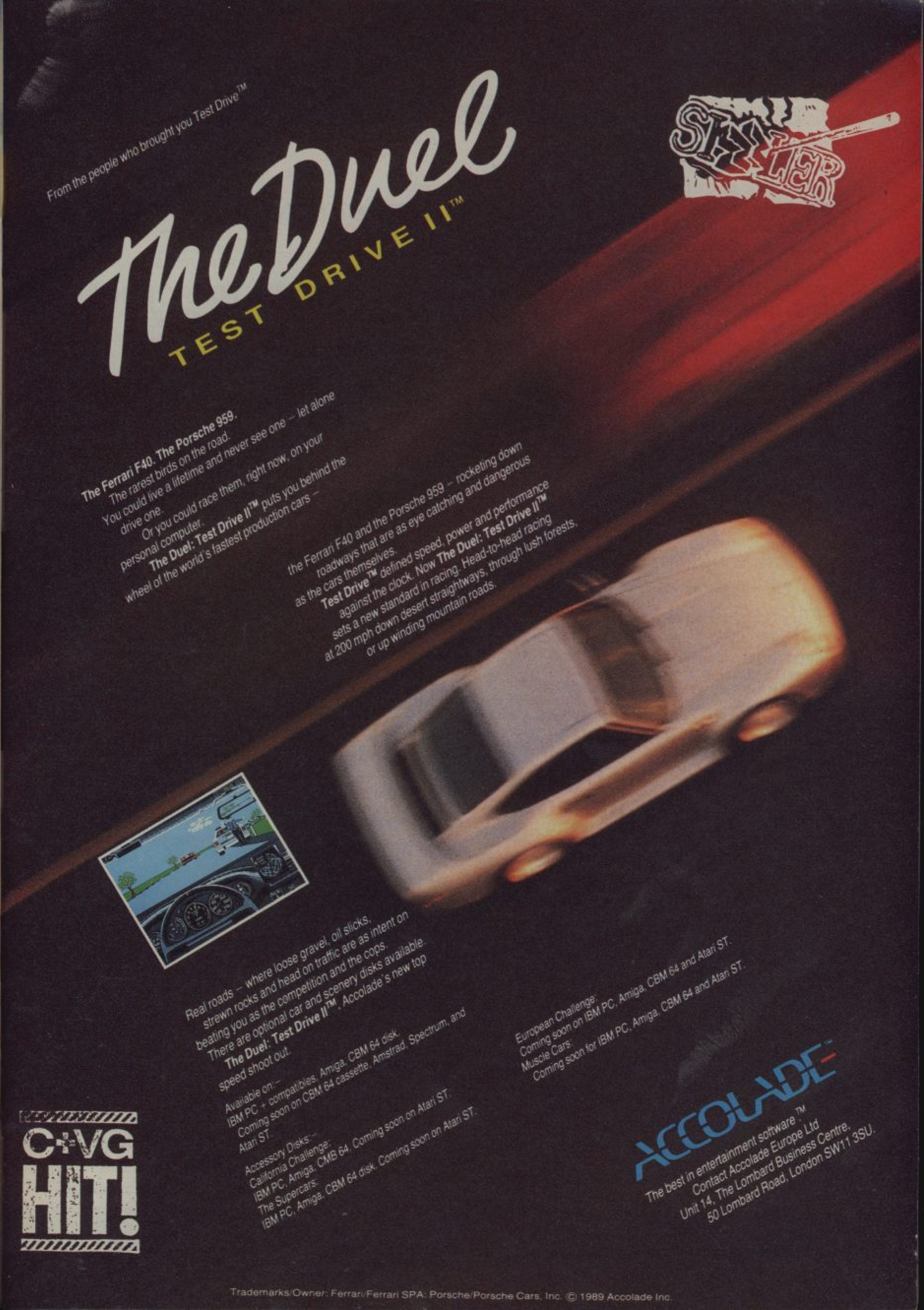
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Coming soon on IBM PC, Amiga, CBM 64 and Atari ST.
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BUG REPORT

Plagued with bugs? Here's the opportunity to tell us all about any quirks or problems you're having with your software. If you do spot a bug, first make sure it's not your tape recorder or disk drive playing up, or you being a crap artist at playing the game. If you think you've spotted a bug, fill out the form below and sling it into the post to: BUG REPORT, C+VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ST ◆◆◆◆◆◆

RED HEAT

SPOTTED BY: Ross Alexander, Peterborough
WHAT HAPPENS: Whenever you get an extra life from level three onwards the game crashes.
REPORTS SO FAR: 1

C64 ◆◆◆◆◆

FORGOTTEN WORLDS

SPOTTED BY: Tommy Matthews, Eastbourne
WHAT HAPPENS: All aliens go after player one, and when you select multi-directional fire in the shop, it always says "ZENNY SHORT".
REPORTS SO FAR: 2

ROBOCOP

SPOTTED BY: Martin Panell, Slough
WHAT HAPPENS: The baddies walk about in mid-air and you can't walk down the stairs, so when the time runs out, you die.
REPORTS SO FAR: 2

AMIGA ◆◆

ROBOCOP

SPOTTED BY: Adrian Vaughan, South Croydon
WHAT HAPPENS: Jump over the baby food and no more baddies come, leaving you stuck on that level until you run out of time.
REPORTS SO FAR: 1

DRAGON NINJA

SPOTTED BY: Martyn Allsod, Burton-on-Trent
WHAT HAPPENS: In one-player mode the screen stops scrolling half way through level five.
REPORTS SO FAR: 1

SPECTRUM

RENEGADE

SPOTTED BY: Mike Rin, Plymouth
WHAT HAPPENS: If you kill the boss on the last level, then get knifed by the last henchman, the henchman's head and shoulders appear three times on the screen, and Renegade's top half disappears. Then the game crashes.

TARGET RENEGADE

SPOTTED BY: Ryan Humphreys, East Durkar
WHAT HAPPENS: Entering numbers into the highscore table results in the game crashing.
REPORTS SO FAR: 2

OPERATION WOLF

SPOTTED BY: Joey Garner, Bradford
WHAT HAPPENS: On level four, an enemy soldier comes on without a head, shoots, then the machine crashes.
REPORTS SO FAR: 3

AMSTRAD ◆◆

INDY ACTION GAME

SPOTTED BY: Andrew Dollaghan, Leigh-on-Sea, and Brendan Reilly, Armagh
WHAT HAPPENS: If you leave the controls alone for a couple of seconds then try to move Indy, the game freezes and the computer starts humming.
REPORTS SO FAR: 2

MICROPROSE SOCCER

SPOTTED BY: Danny Lindop, Nantwich
WHAT HAPPENS: If you score 14 goals on the six-a-side game, your next goal doesn't get counted.
REPORTS SO FAR: 1

OPERATION WOLF

SPOTTED BY: Craig Mackay, Shrewsbury
WHAT HAPPENS: When you finish level four, you're put back to the start of that same level.
REPORTS SO FAR: 1

I'VE GOT A BUG TO REPORT
NAME ....
ADDRESS ....
....
NAME OF GAME ....
MACHINE ....
LEVEL BUG OCCURRED ....
WHAT HAPPENED ....
....
....
....
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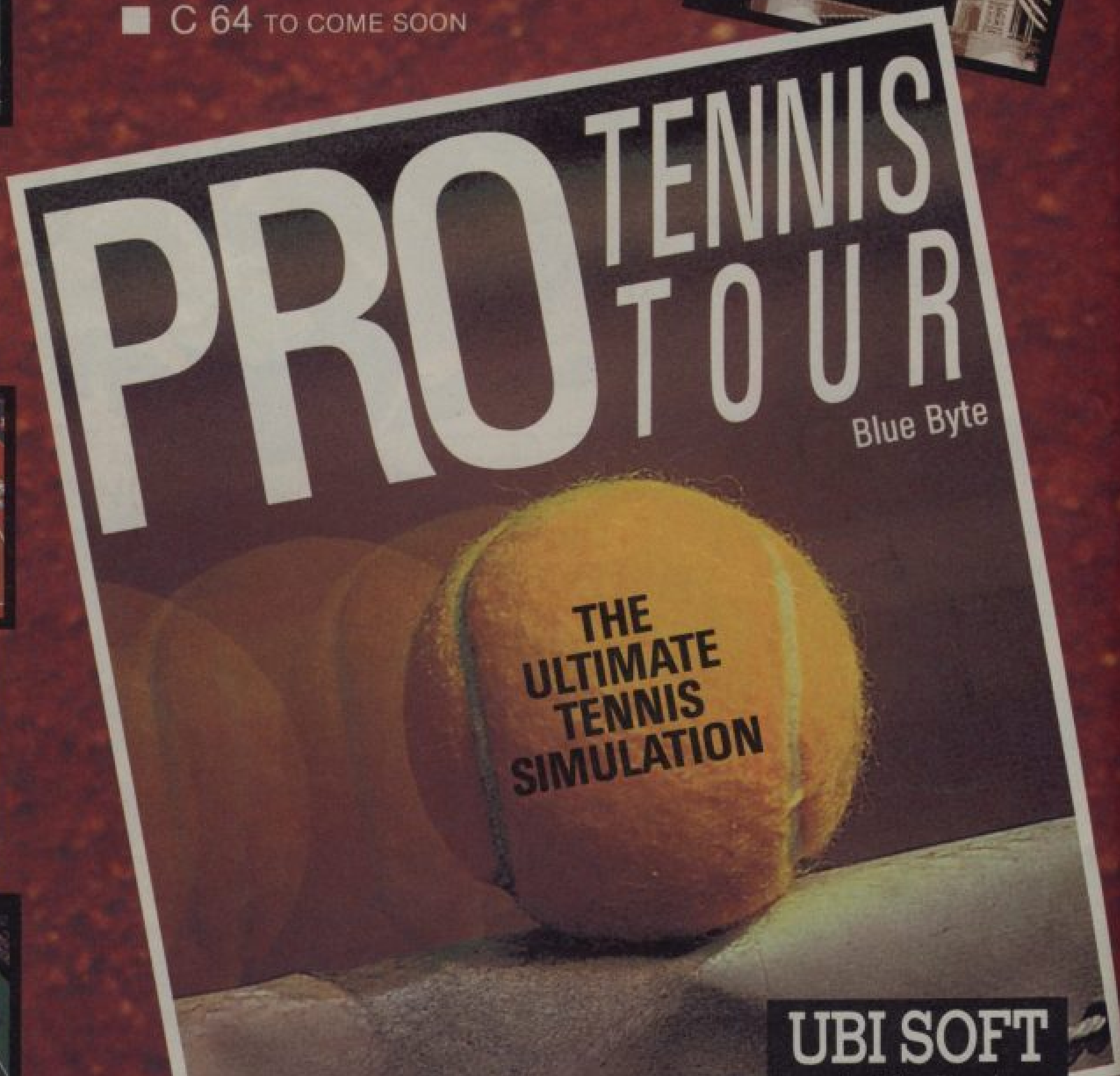


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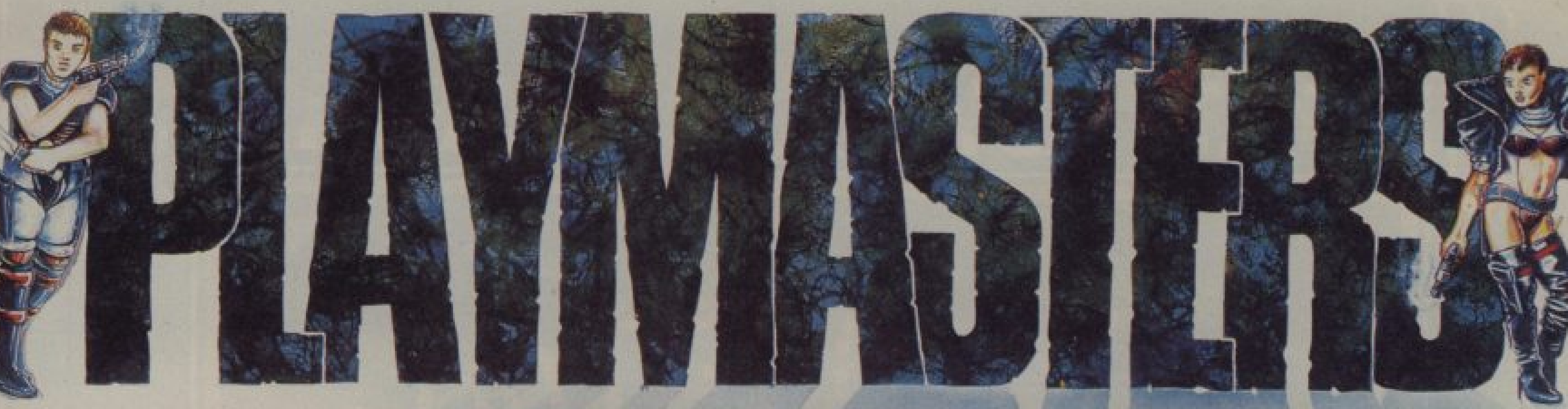


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Screen shots represent Amiga versions; others may vary.
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UBI SOFT
Entertainment Software



It's tips city this month, with a heap of lovely cheats and things for all sorts of machines, and of course that fabbo screen-by-screen racing guide to Sega's amazing coin-op, Super Monaco GP. If you've got anything fab 'n' groovy in the way of hints, tips or maps, send them in to me at: PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. And don't forget there's over £100 worth of software on offer for the best tips of the month - J Theodore of Byfleet, Surrey gets the goodies this month for his Voyager tips... Get writing - next month you could be a winner!





ST

VOYAGER

J Theodore from Byfleet, Surrey has spent a goodly amount of hours hunting down this cheat mode and compiling a list of tips for those who want to play properly.

When the game has loaded and the music is playing, press the fire button. On the options screen (the one with the radar thingy) type WHEN THE SWEET SHOWERS OF APRIL FALL (complete with spaces). A new menu will appear, from which you can access the cheat screen, to get infinite fuel and shields (use F1 and F2 to top up present levels) and all of the equipment. Also, pressing Enter on the numeric keypad lets you access a Sprite Manipulator. Use the arrow keys to rotate the sprites, 7 and 4 to increase/decrease size and HELP to flick through all of the game's objects.

So there's the cheat, what about the tips?

- Use the computer, cameras and decoys to learn enemy behaviour patterns. Hide in a group of 2-5 objects for all-round cover.
- Drop cameras for protection when stuck in gaps or you're exposed - you can shoot through these.
- Travel at full speed when searching for pods - a moving target is harder to hit. When attacked, reverse at full speed - it's easier to dodge fire and you will be moving out of range of your assailant. When you have fired, don't hang around to see if you have hit - sounds or radar will indicate a hit and you will be out of range of retalliative fire should you miss. Use an atomic bomb or a decoy when being attacked from all sides.
- When you drop a decoy, wait around and watch the enemy behaviour patterns when they go to collect it, then fire on them - they're sitting ducks.
- When there are only a few airborne ships remaining, find some decent cover, launch a camera and use it to pick off the targets instead of risking attack yourself.
- When there are only a couple of ships left, collect all of your cameras and find the portal before attacking. Keep out of the way of volcanoes.

FORGOTTEN WORLDS

When the title screen appears, hold down the SHIFT key and type in ARC. Release the SHIFT key and press HELP to start the game. If the going gets too tough, pressing S advances you straight to the shop, while hitting N takes you straight to the next level. That short snippet of usefulness from Adrian Davies.



AMIGA

ROBOCOP

Mirror, mirror on the wall, who's not going to get killed at all? You, because this infinite energy cheat is yours for the taking if you pause the game and type BEST KEPT SECRET (complete with spaces).

HELTER SKELTER

Follow these instructions, from Adam Chapman of Milton Keynes, carefully - they tell you how to get a load of lives in this fun platform game.

In a two-player game, player one must firstly get an extra life. Then, both players must lose all of their lives. Player two will return with 99 lives and, when he loses only one life, player one will receive 99 lives too!

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CYBERNOID II

Dirk Vael from Belgium is a very nice chap, because he's let us know the infinite lives cheat for this well-addictive Hewson arcade shoot-and-collect-lots-of-stuff romp. When the title screen appears, type NECRONOMICON to ward off death. Also, if you pause the game and press N you will proceed to the next level. Alternatively, press L to restart the current stage.

SPHERICAL

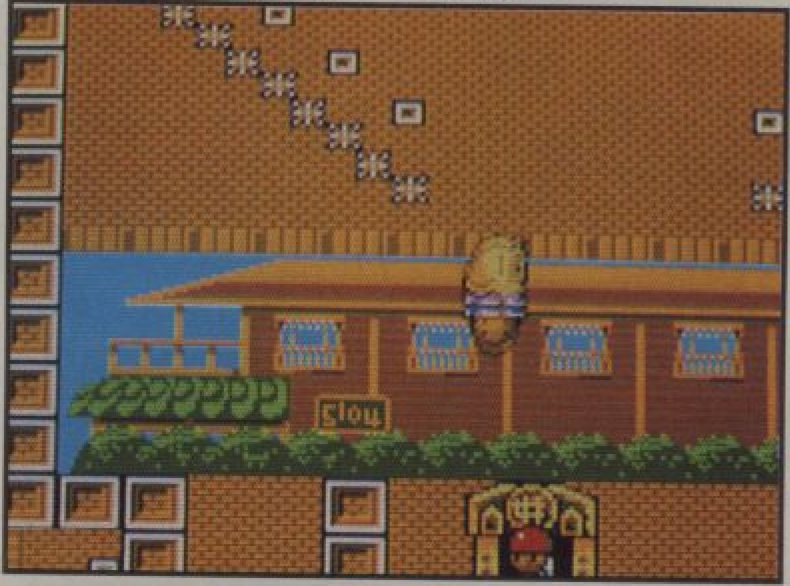
Here are the passwords to let you progress to the later levels, courtesy of Belgian bloke Dirk Vael.

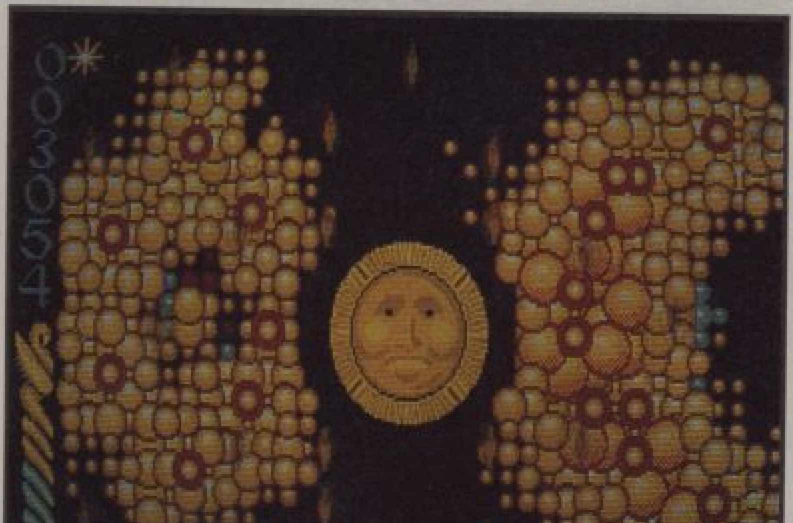
RADAGAST
YARMAK
ORCSLAYER
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MOURNBLADE
JADAWIN
GUMBA
CHACHMAL

KULT

For a game of its size this solution is pretty titchy. Anyway, here it is and it's been sent in by Belgium resident Fabrice Marchal - it works on all versions of the game.

Go to the ring, then go to the Passage of Faithful to kill the Protozorq which is preventing you from entering. Pick up his Zapstick. Go to the Noose and use the Solar Eyes. Take the left rope. Push the lever and press the eye underneath the lever. Pass through the trapdoor and wait in the pink gallery until 1:02. Return to the Noose and use the Solar Eyes. Go to the Master's Orbit and enter the Master's Eye. Inspect the Master and search his body. Take the whistle and use it. Take the egg in the cavity and return to the Passage of Faithful. Enter and turn left twice. Pull the bolt and pass the bars. Use extreme violence to tame Deilos then dive. Zone scan. Enter the passage then go straight ahead, turn left and follow the passage. Talk to Normajeen and Ash and tell the truth. Zone scan. Lift the stone slab and take the flask (the bean is not needed). Left gallery, then trapdoor. Go to the Threshold of Truth and kill the priestess. Put the egg in the open mouth. Inspect the Lectern. Psi shift on the top-left statuette. Exit and go to In





The Presence Of God. Go to the Placating Powers. Kill the first priestess after the ceremony. Brainwarp the second one then give her the flask to drink from. Get the sacrificial blade and the mask. Go to Presence Of God then Saura's Repose. Put the statuette into the niche and the monkey in the tunnel. Go to Presence Of God and count the stars on the starry wall. Enter the passage and wait until THEY come. Use extreme violence on His Saintliness Zorq. Use Brainwarp on Harssk and Psi Shift on the trapdoor. Wait until they reach the top of the ladder and throw your blade at Harssk. And that's it!

WICKED

Make this game a little less wicked with these helpful hints from Lois in Lancs.

- It's vitally important to get rid of all of Darkness's spores.
- For safety, keep your growths spreading by planting spores at the edges of your territory or in large groups.
- Any enemy spores which find their way deep into your territory must be disposed of quickly. Pick up the sun icon and fix it to the guardian in the Day phase - he'll disappear five seconds later.
- It's better to collect the two mini-sun multiples rather than anything else as they triple your firepower.
- Whenever possible, use the mini-sun and take out the red spores before they fly off to spawn.
- If things aren't looking too hot, keep calm and try to maintain a spore stronghold in at least one part of the playing area, as it's no use having small bunches of easily-attacked spores dotted around.

NEW ZEALAND STORY

Ting Lee of Totnes, Devon has sent in a list of some of the level warps in Ocean's brill arcade conversion. Take it away, Tiki!

LEVEL 1.1: At the end of the level to the left of the cage are three long platforms. Go to the top platform then walk as far to the left as possible without falling off, jump up and shoot to the left. A warp symbol will appear when you've shot enough times. Jump into the symbol to be transported to level 1.4.

LEVEL 1.2: Go up the two platforms at the start of the level, then go to the far left and shoot. A warp will appear which will take you to a special place in 1.2.

LEVEL 1.3: At the start go up to the very top and get a balloon then drop down, keep next to the right side of the wall. When you are near to the bottom shoot to the right and a warp will appear for 2.1

LEVEL 1.4: You have to use the warp on level 1.1. At the start go up until you reach a platform with the letters N and D. On this platform is a warp going to 2.4.

LEVEL 2.1: Get a balloon near the end of the level and instead of opening the cage, go a round it and get off the balloon then go up the squares on the far right. You will find a place with two green fruits, in which there is a warp to 3.4. Shoot around the place to find it.

LEVEL 2.2: At the start, go up as normal then go to the far right to a place with bears on balloons. Near the corner is a warp which, when revealed, takes you to the end of the level.

LEVEL 2.3: Go up as normal and keep going right until you

reach the water. At the end of the water is a place with three spikes at the bottom. Stand next to it and shoot and a warp will appear to take you to the end of the level.
LEVEL 4.1: Near the end of the level is a passage with lots of caves, with a letter inside each of them. Above them you will find a warp to 4.2.
LEVEL 4.4: At the very end, shoot just underneath the cage and a warp to 5.1 will appear.



C64

NEW ZEALAND STORY
Brian Docherty of Cathkin, Glasgow reckons that if you hold down the CTRL and LEFT-ARROW you can advance through the levels, but you must still fight the end of level baddy. Good, eh?

INDIANA JONES AND THE LAST CRUSADE
How would you like to play any of levels 1 to 4 at any time you so desire? Simply hold down keys F, I, S and H to activate the cheat mode, then press one of keys 1 to 4 to jump to the corresponding stage. Thanks again to Brian Docherty.

BATMAN - THE MOVIE
Crumbs! One month we run the review, the next we print the cheat mode! How's that for speed!

Play through level one, then load up the Batmobile stage. Lose all of your lives and when you are asked to rewind the tape, DON'T! Just start the tape to load up the last sections with infinite lives! You could also reload the Batmobile level, for which you will also receive unlimited Bruce Waynes. Congratulate Mark Stuttard from Fallowfield, Manchester for that sterling piece of info.

MR HELI
Mark Stuttard comes to the rescue of all you hassled chopper freaks who can't get off the first level, with the passwords for stages two and three.
Level 2: CACG-FAAAAUAEDIADCKCY
Level 3: DACIHAFAAUAI-GAADCDBR



NINTENDO

SUPER MARIO BROS II
If you go through the underground passage on world 1-1 you will find a waterfall and a beanstalk. Climb all the way up to the top of the beanstalk and go left. Blow down the wall with a bomb and walk through the door. Go across the rocky landscape to find Ostro.

On world 4-3 choose Luigi. You will see Ostro go to the right of him. When he shoots an egg, jump on it and let it take you across the sea, where you will see a green brick wall. Instead of going through the doors jump over the platform and go through the last door.

On world 7-1 choose Luigi. Climb up the ladder and walk slightly to the right. You will see an albatross, onto whose back you must jump. Jump over the pillars and land back onto the albatross and let it take you across to the end of the screen where a rocket is waiting to take you to the next level. Go right until you come to the end of the screen. You will see a small pillar - climb onto it, do a power squat jump and push right to get over the larger pillar. Climb up the ladder to the next level. Remember to jump onto the backs of creatures and vehicles to take you across spikes and other difficult situations.



CHOPLIFTER
To select any level move the control pad UP, DOWN, LEFT and RIGHT then press button 1 on the title screen. Repeat this on the player selection screen - the words SELECT ROUND 1 will appear. Choose the level you want and press start. Timing is everything, so have another go if it doesn't work first time.

C&VG AND U.S.

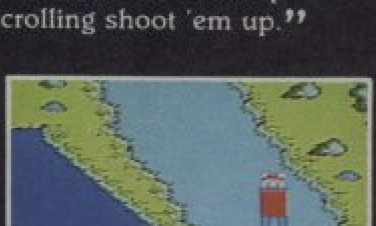
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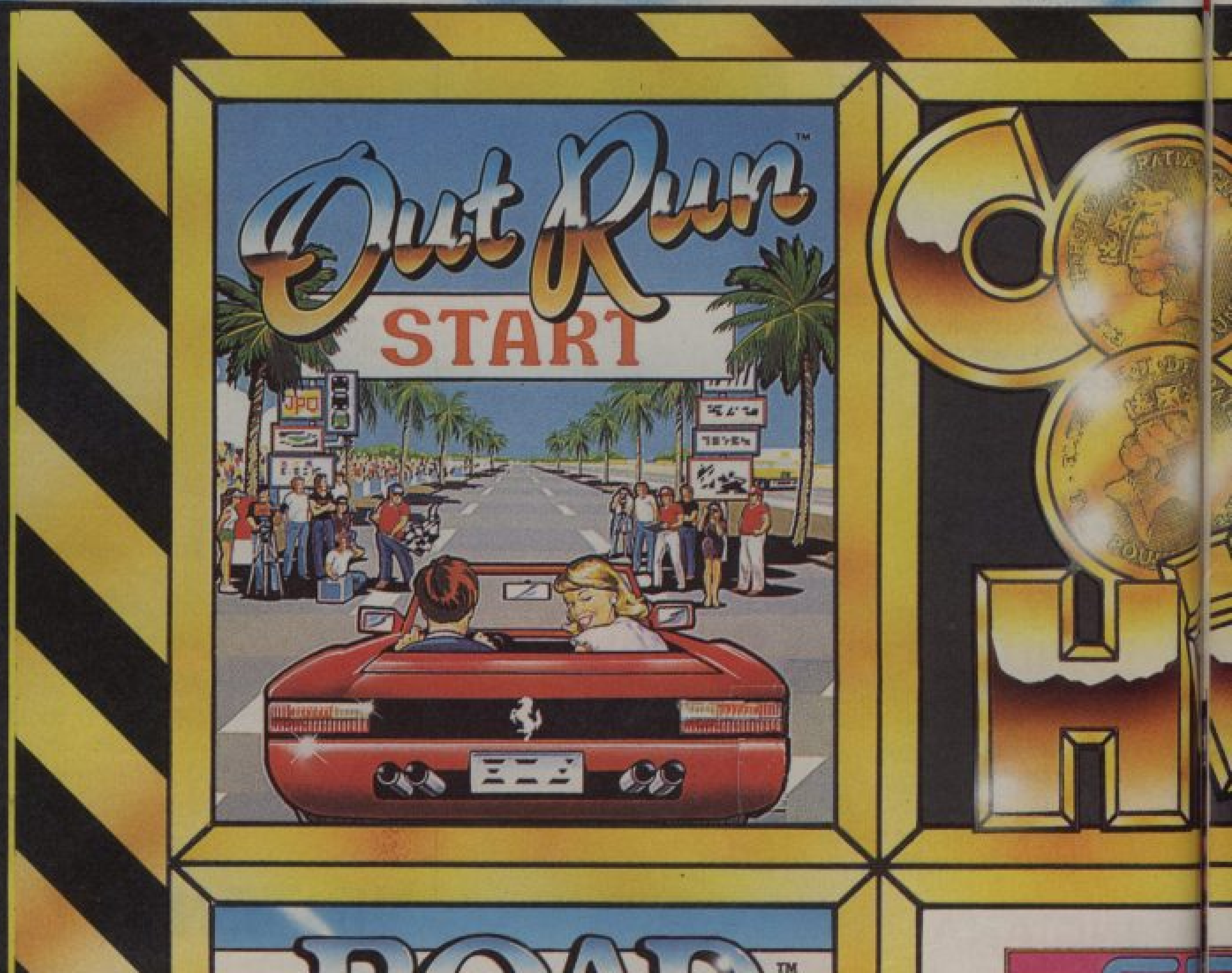


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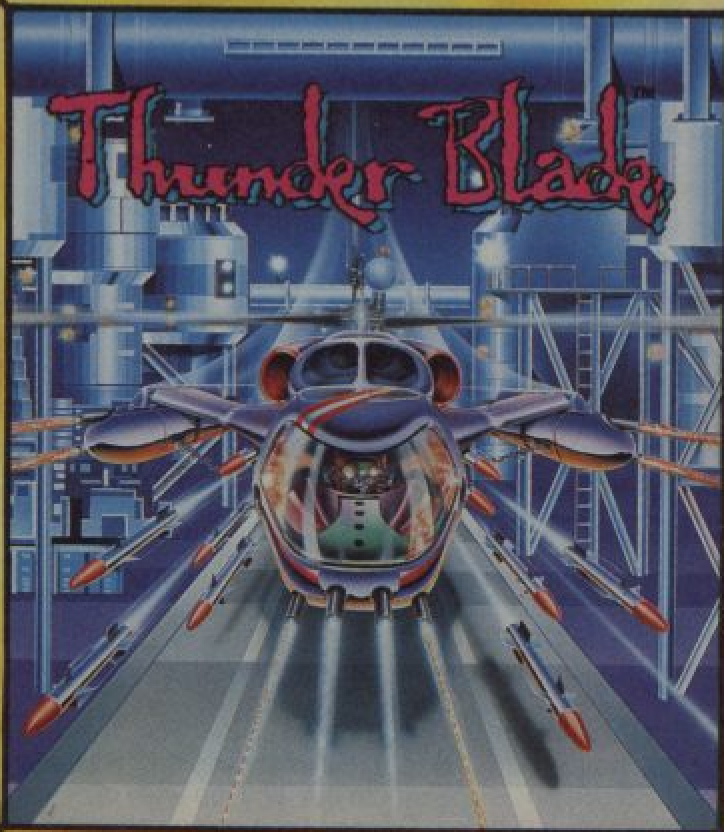
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CASTLE VANIA

On stage 2, go down the stairs to find an impassable square block of bricks. Smash two parts of it away to find a pork chop. Go left to the staircase, go down the stairs and walk right until the end of the screen. Climb down the stairs and go right until you fall onto a small platform. Smash out one of the bricks with your whip to climb down to another platform. Crouch down on the platform and a secret money bag worth one thousand points will appear.

On stage three, the axe is the best weapon to defeat the phantom bat.

At the beginning of stage four go up the stairs in front of you and smash two bricks out of the wall on the right hand side. Crawl through the hole you have made and a crown, worth two thousand points, will appear. Go up the stairs on the top platform and you will see four candles, a vampire bat and a black knight. Drop down to the platform below the bat, turn around and smash the platform to your right to find a double shot.

On stage five, keep going left past the medusas until you come to a small platform in between two larger platforms. Jump onto the small one and wait until a treasure chest worth two thousand points appears. Go left again and up the stairs, then walk right until you see two black knights. To the right of the knight on the higher platform is a platform with two bricks on it. Smash one of the two to reveal a pork chop.

At the start of stage six, fall from the first small ledge you come to and smash one of the four bricks to your right - a pork chop will appear. Go left until you come to a bat with a two-brick platform underneath it. Smash one of the blocks and a double shot will appear. When you reach the queen medusa make sure you have plenty of hearts and the clock which you will have found at the end of stage five. Use the clock to freeze her then kill her with your whip, using the clock again every time she awakens.

At the beginning of stage seven are platforms with hunchbacks on them. Jump up when you reach the second platform and strike it with your whip - a pork chop will fall from it. Keep going left and climb the stairs at the end. Go right until you come to a staircase with no platform underneath. Go to the edge of the platform at the very bottom of the screen and crouch down to reveal a money bag worth one thousand points.

On stage eight go right, avoiding the medusas and climb the stairs to the next level, where you will see two candles and a two-brick platform. Go over it and duck down - a money bag worth a thousand points will appear to the left of you.

When you reach the mummyman room on stage nine, go down to the bottom platform where the mummies are and smash the one-brick platform to the left to find a pork chop. Ducking down and hitting the mummies with your whip hits the wrappings they throw at you as well as the creatures themselves.

On stage twelve walk right and kill the first skeledragon. Jump onto the platform in front of you, duck down and hit the top platform to uncover a pork chop. Kill the second skeledragon and whip the top brick of the wall it was attached to - a large heart will appear. when fighting Frankenstein and Igor, it's best to use a combination of whipping and throwing axes.

Go to the top of the stairs



on stage thirteen until you come to the very top level of the stage. Keep going right and climb down four steps of the staircase in front of you. Whip to the right and a double shot will fall to the floor. Continue right and kill the two red skeletons and two hunchbacks. You will see a platform in front of you which, if whipped while standing up, will deposit a pork chop.

At the very top level of stage fourteen, keep going left until you see a red skeleton, an axeman and a staircase leading up. Go up it and onto the platform, jump to the platform to the right and smash two bricks out of the six-brick wall; a double shot will appear. Continue left and climb the staircase. Jump onto the platform on the right and, once there, move right and jump onto the platform below to find a money bag worth one thousand points.

Go left on stage fifteen, up the staircase then right until you reach the end of the screen. Smash two bricks out of the end wall and a pork chop will appear. When fighting the Grim Reaper, use the axe or boomerang (it is also useful to have either a double or triple shot as this allows you to get more hits in).

On stage seventeen kill the first white skeleton, then go up the two staircases in front of you. Kill the next two skeletons and climb the next two staircases. Proceed to the left and drop off the ledge, keeping an eye open for any stray hunchbacks. Go right and fall from the next ledge, and uncover a pork chop by smashing two blocks out of the wall to the right.

When you confront Dracula on stage eighteen, wait until he shoots fireballs at you; jump over them and, while you are in the air, hit him in the face (you need to be fairly close to him to do this). Repeat this process of jumping the fireballs and hitting in mid-air until his First Form dies. Be careful when he materialises over you. There is a firebomb in the candle to the extreme left of the screen which you need to throw at the creature which comes out of Dracula. This stuns it for a while, giving you time to hit it in the face with your whip. Repeat this process until the creature is dead. You have completed the game!

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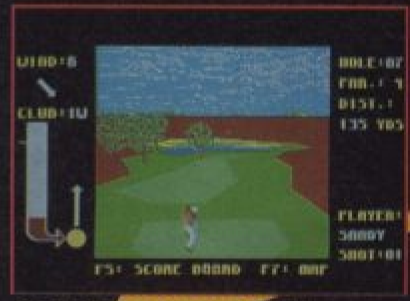
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Continuing our series of in-depth corner-by-corner arcade racing guides, this month we've got the low-down on Sega's wonderful Super Monaco Grand Prix - the fastest, most exhilarating race game yet seen in the arcades! Julian Rignall has the tactics which will help you win...

THE CARS

There are three cars to choose from: auto, four-speed and seven-speed.

AUTO

Low-powered, but recommended to beginners. Lets you concentrate more on racing, rather than having to watch your revs all the time.

FOUR-SPEED

Medium-powered, and worth trying once you've mastered Auto - but be careful, not all the corners that you can take flat out in auto can be taken at top speed in this car.

SEVEN-SPEED

High-powered, and only for true experts. You really need to practice at this if you're going to get anywhere. All corners require nifty gear-changing to remain at top speed. Once mastered, though, you'll be able to burn off the opposition very easily and notch up record scores.





QUALIFYING LAP

First you have to race a short qualifying lap. Put your foot to the floor - the first corner can be taken at top speed in all cars. The second can be taken flat out in auto mode - change down to third on four-speed, and to fifth on seven-speed.



Race at top speed along the straights and through the chicanes until you reach the final bend. Getting this right is absolutely crucial to get a high grid position - cock it up and you'll end up 11th or 12th on the grid.



As soon as you see the multiple arrow signs (not the corner warning signs in the picture, the ones that are actually ON the bend) brake very hard and change down to keep your revs high (in auto mode, just concentrate on braking). Aim the nose of the car to skim the right hand barrier of the corner, then just as you enter the bend put the accelerator to the floor, put the steering wheel in full lock and exit the bend with full revs. Change up as quickly as possible.





It takes practice to master this manoeuvre, but a useful tip if you're a novice is to pump the accelerator through the bend so that you don't accelerate out of the bend too fast and hit the wall on the left hand side of





THE RACE

The first two corners have already been explained in the instructions for the qualifying lap.



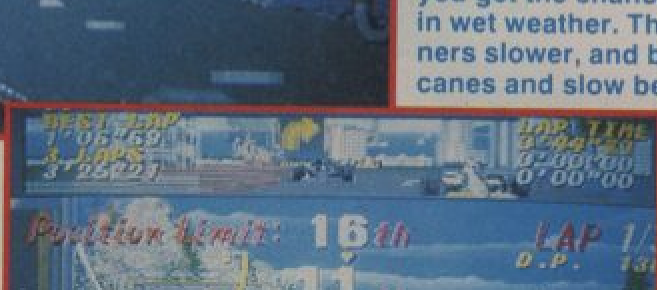


After those the course changes. Between here and the next checkpoint, all the corners can be taken flat out. Don't over-steer - just take it easy on the wheel and you can whizz through the shallow corners and chicanes with the minimum of steering wheel movements.



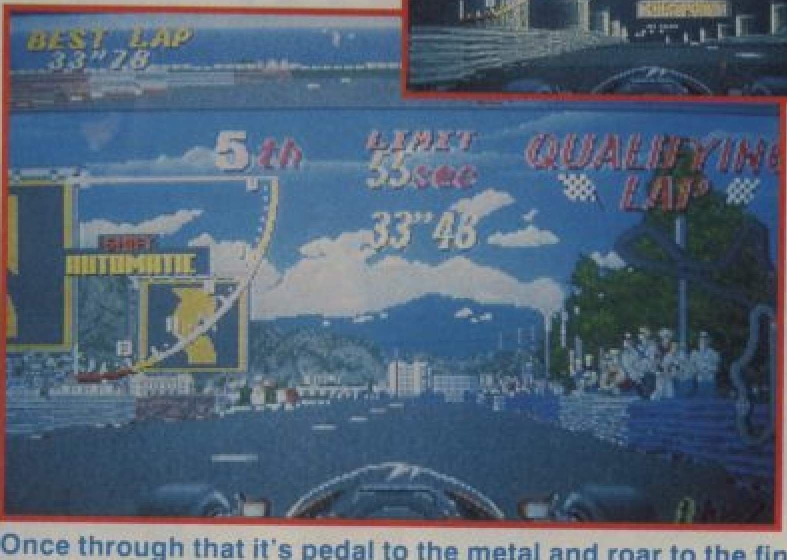
Once through the first checkpoint, you'll have to endure two fairly sharp corners and the tunnel.

The first corner should be taken at full speed and with full steering wheel lock in auto. Four-speed, drop down a gear and use full lock; seven-speed, drop to fifth and use full lock. The following corner is a breeze and can be taken at full speed in both auto and four-gear; on seven-gear you have to drop to sixth. Be careful not to over-steer - the corner looks sharp, but it isn't.



Once through the tunnel you've got a fast race to the hair- pin bend, which should be taken as explained in the Qualifying Lap tips above.

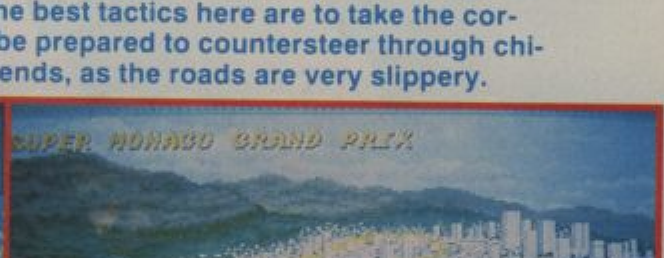




Once through that it's pedal to the metal and roar to the finishing line.

GENERALLY

Super Monaco GP is a tough race game, but with these tactics you should be able to finish in the top three. If you do, you get the chance to race again on the same course, but in wet weather. The best tactics here are to take the corners slower, and be prepared to countersteer through chicanes and slow bends, as the roads are very slippery.




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Okay gamesplaying aces. Here's the place to display your top scores - The Official UK Computer Highscore Table, the definitive record table for all top scores on all machines. If you've got some record-breaking scores, why not put them on the back of a postcard or sealed-down envelope and post it off to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And get ready for instant fame...

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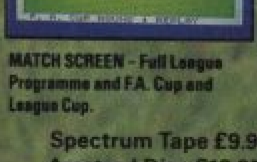
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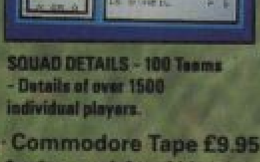
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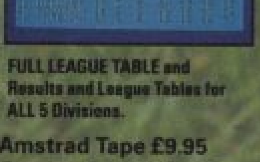
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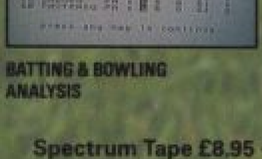
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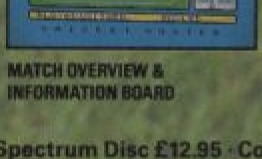
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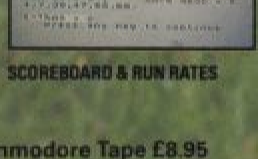

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PRO TENNIS TOUR

BY UBISOFT

Winter's practically knocking on the door, the football season is well underway and everyone decides to knock out tennis games. The latest in the considerably lengthy line is this little offering from French firm Ubisoft and, unlike a lot of the dross served up of late, this one's a bit of alright.

Pro Tennis Tour (originally called Great Courts Tennis, but changed since we previewed it last month) sticks faithfully to the rules of the game (too close for my liking - I lost most of the time) and the entire world tennis circuit is included, complete with a pretty picture of a famous landmark of the country concerned when you arrive there.

Well-defined sprites dart around centre court, smashing the ball this way and that - in my case, anywhere except where it should go. Sound effects are well used, with sampled ball-against racket effects and clear speech on the loading screen; I was disappointed with the rather flat title tune, however.

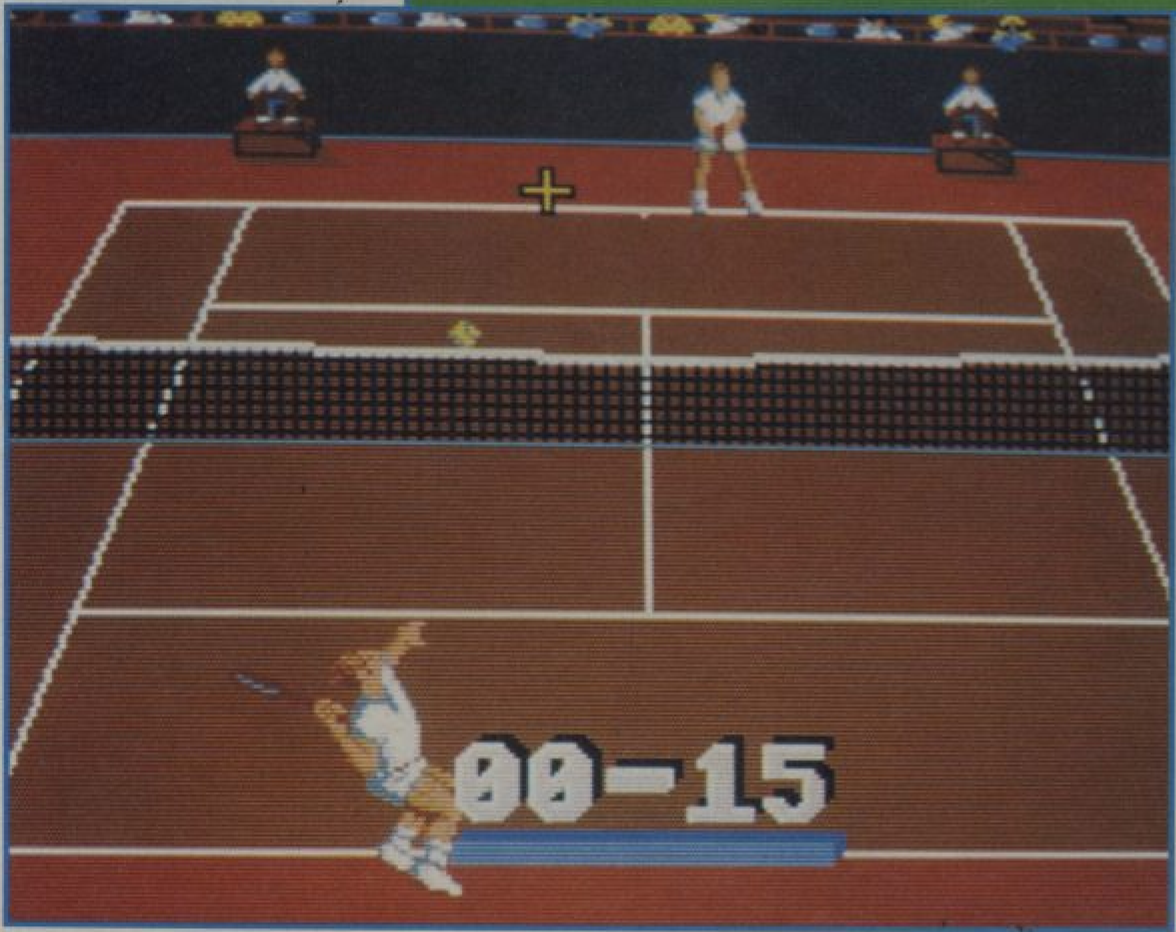
To sum up, Pro Tennis Tour is one of the better computerised attempts at this fast-paced sport, combining challenging gameplay with a high standard of presentation, the two melding together to form a worthwhile package for both tennis fans and computer gamers alike.

PAUL RAND

▼ *The outcome of the game hangs on this point!*



▼ *Serving on clay.*



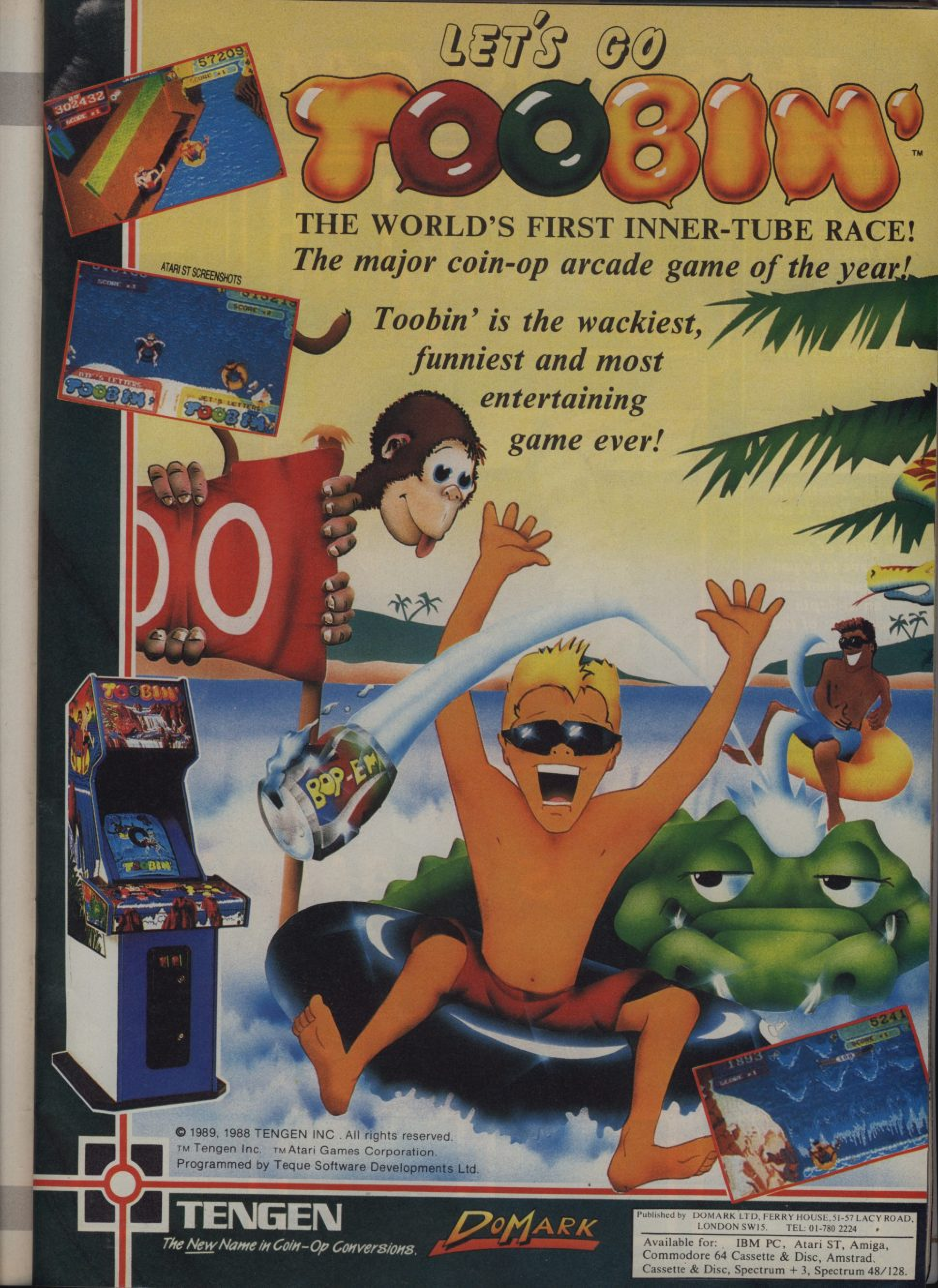
UPDATE

Expect an ST version soon, which will feature almost identical gameplay, slightly weaker graphics and scratchier sampled sound effects.

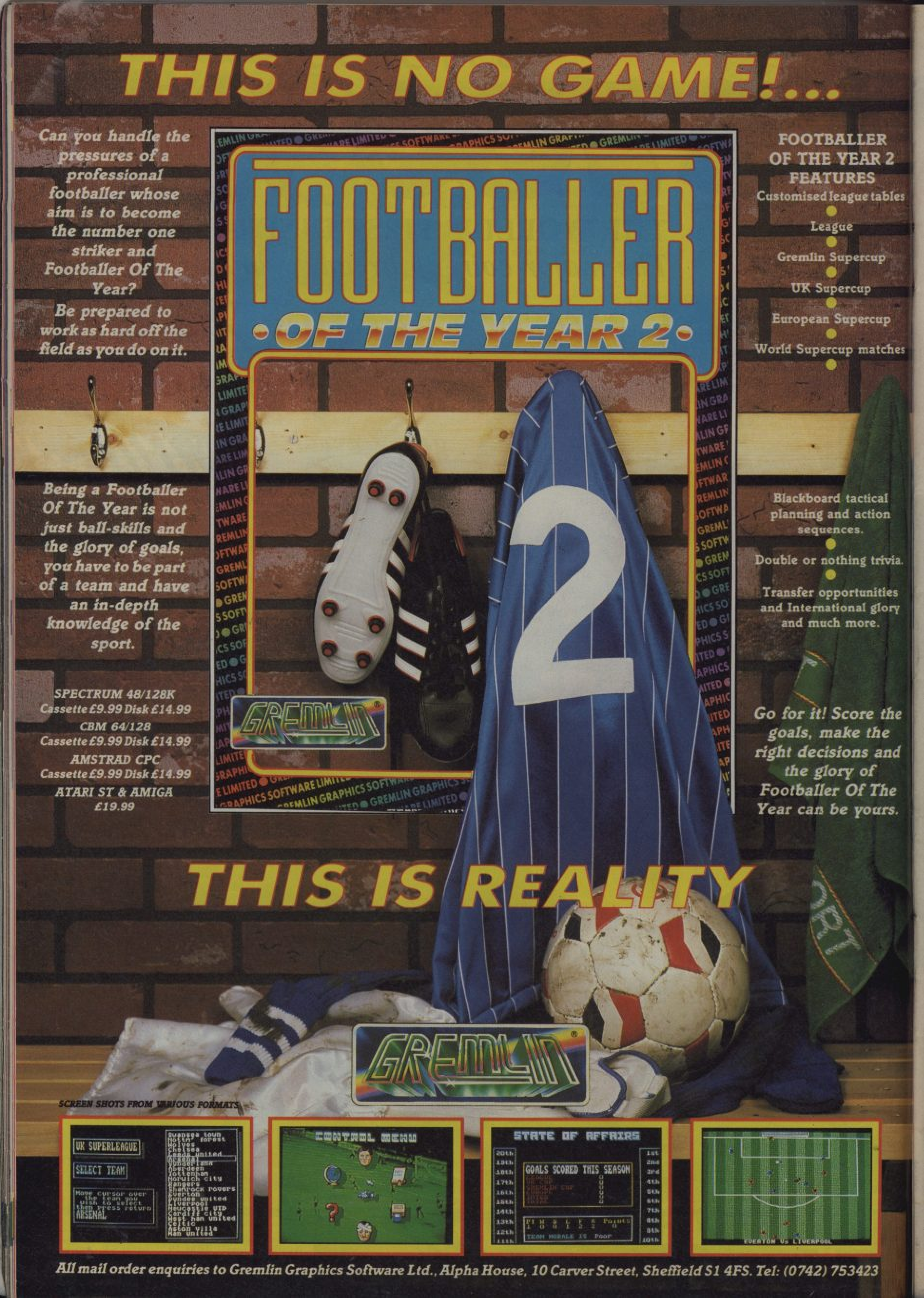
AMIGA	£24.99
GRAPHICS	81%
SOUND	78%
VALUE	80%
PLAYABILITY	81%

Definitely one of the more enjoyable tennis simulations on the Amiga, with a high standard of polish and a wealth of options to please both fans of the genre and casual players.

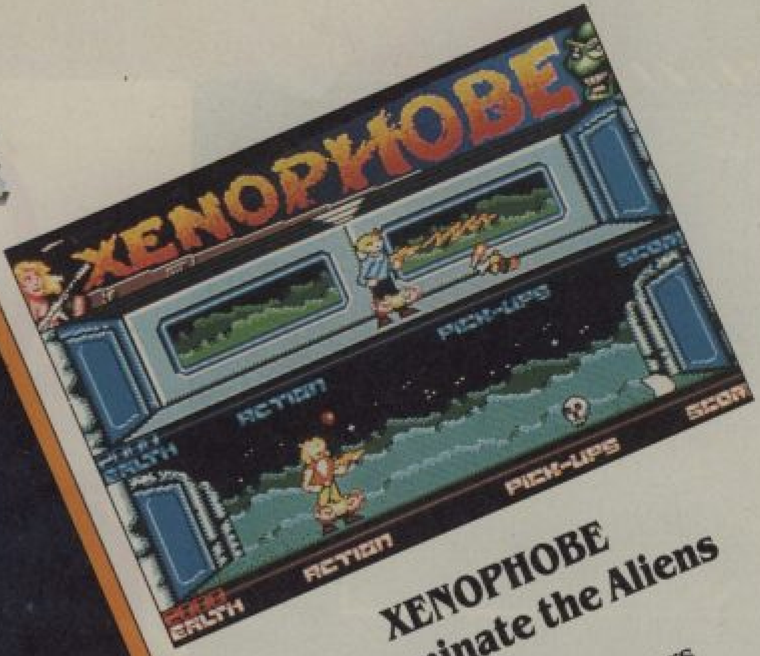
OVERALL	80%



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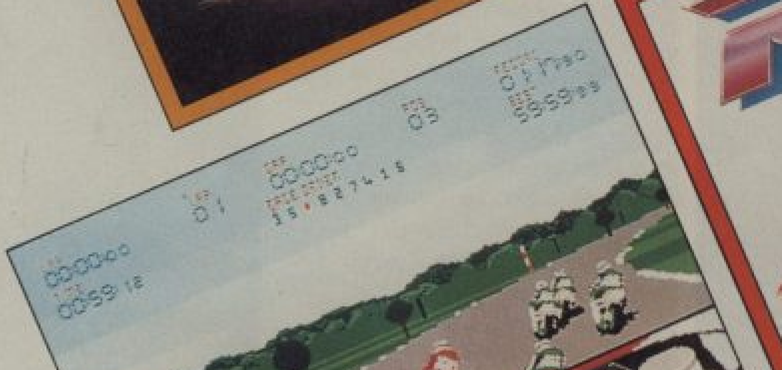


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REVIEW

▶ AMIGA SPECTRUM ST C64

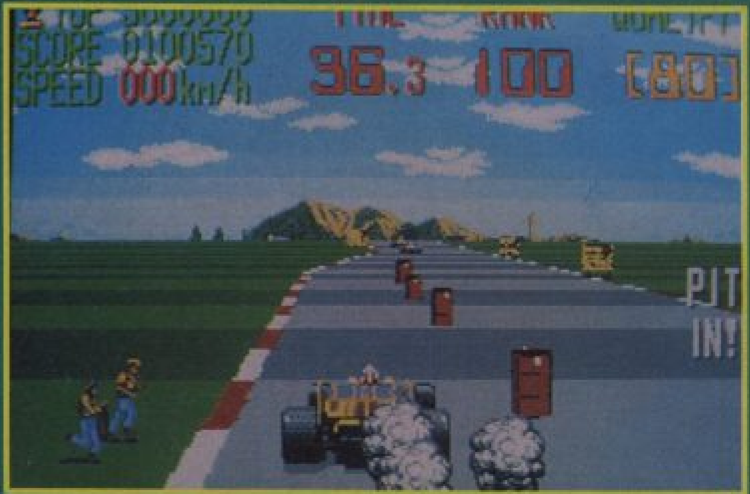
CONTIN
CIRC



▲ *Green light! They're off!*



▲ *Gordon Senna gets off to a roaring start...*



▲ *... Until an engine fire forces him to "pit in".*

▼ *But the pit crew are on hand to save the day.*



BY VIRGIN/MASTERTRONIC

As you probably know, Taito's coin-op was originally meant to be called Continental Circuits, but wires got crossed and the translation came out as "Circus"! Strange, but true!

Anyway, the "circuits" in question are a series of eight tracks set around the world: Brazil, America, France, Monaco, Germany, Spain, Mexico and Japan. Each has their own hazards, and some are more difficult than others; Monaco, for example, is almost entirely made up of bends and chicanes, whereas Japan is full of lovely long straights.

On every track you've got to race your way through the field to achieve a qualifying position. At Brazil you start off in 100th place and have to make your way to 80th; by Japan you've got to finish in the top three. Each course also has a strict time limit; crash once and you'll be lucky to finish.

If you hit other cars or roadside obstacles, you set your vehicle alight, and it's time to enter the pits, where the clock is stopped until you're fully repaired. If you don't make a pit stop, you'll eventually blow up, spin off the track and lose valuable seconds.

Although the original coin-op is an enjoyable game, the 8 bit versions have failed to capitalise on the machine's fast action, and the end results are rather rou-



tine Pole Position clones which have been seen before in various guises over the last four years. The pit stop is a neat idea, but really there's little else that's new.

The 16 bit versions look and play similarly to the arcade machine, and are enjoyable and addictive. The only problem is that there isn't a lot of variety in the gameplay, so lasting appeal is questionable. Still, if you're a fan of the original coin-op you should love both versions -

NENTAL CUS



those not so sure should check out other racing games on the market before making a purchasing decision.

GORDON HOUGHTON

ST	£19.99
GRAPHICS	79%
SOUND	62%
VALUE	76%
PLAYABILITY	79%

A reasonable enough attempt at the coin-op, but more detailed 3D would have helped. Otherwise it's a pretty nifty race game, as frustrating as it is addictive.

OVERALL 79%

SPECTRUM	£9.99

There's very little sense of speed and not much room to overtake opponents, so it soon becomes more annoying than enjoyable.

OVERALL 59%

C64	£9.99

The graphics and sound do little to emulate the coin-op, and it's far too easy to complete.

OVERALL 46%

AMIGA	£19.99

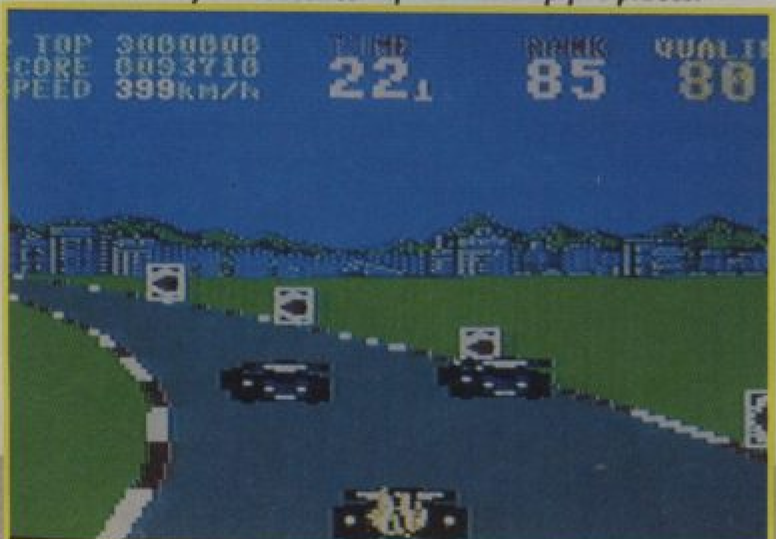
The sound could have been better (the engine effects are a bit whiney), but otherwise it's like the ST. It's simple enough until you get to Monaco, then you start smashing up your joystick.

OVERALL 79%

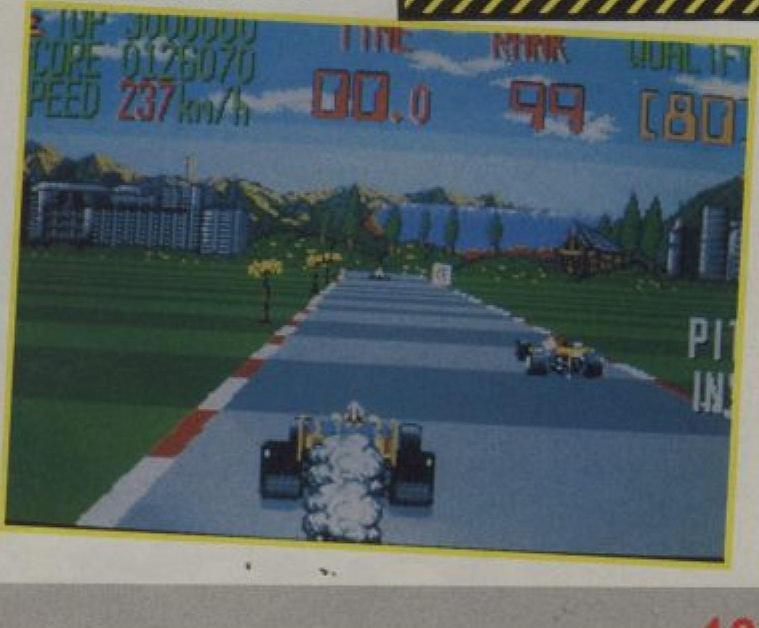
▼ *The first course - lots of nasty bends here.*



▼ *Yeek! Twenty two seconds left to make up five places!*



▼ *Burnin' up the road?*




CABAL
CABAL
wakelin
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Screenshots from ST version
Atari ST, Amiga, IBM PC and compatibles.
Mirrorsoft Limited Irwin House 118 Southwark Street London SE1 0SW Telephone 01 928 1454



▲ *Checking out the kitchen.*

OOZE

BY DRAGON-WARE

If your idea of fun is exploring a deserted mansion covered with dust and cobwebs, then you'll probably enjoy Ooze. Especially if bumping into an assortment of ghosts and ghouls doesn't frighten the wits out of you! And of course there's Ooze, too - he's the Master Of Evil who rules the roost at 555 Rue Morgue, where the game is set.

The player takes the role of Ham Burger, who has recently inherited 555 Rue Morgue from his uncle, Cheez Burger, who died in a horrific accident in the cellar there; having just taken up residence, he soon discovers some disturbing things about the place - and it's not just the spiders! However, the resident ghosts turn out to be quite a friendly crowd, and Ham soon decides to join them in an effort to eliminate the feared and hated Ooze.

Ooze is a text adventure, with a graphics system almost identical to that pioneered by Magnetic Scrolls. This means it's not only a little dated for a new release, but being so obviously similar, it invites comparison - and basically, the graphics are nowhere near as good. On the plus side, there's lively title music, and plenty of decent sound effects, including eerie laughs, creaks, and bumps.

In a text adventure, not surprisingly, it is the text output that makes the game. There is plenty of it, but on the Amiga version I played, 80 column white text on a black background, with no alternative size is a difficult read if you're using a TV. Other foreground colours are available through a COLOR command, but the manual does not list the colour codes.

Room descriptions are long and well written, apart from the odd text decompression glitch; but they tend to lack humour, and are not always well arranged, making it difficult to determine the exits and objects of interest in the rooms. Function key F2 lists the exits concisely, and I soon found I was using it automatically each time entered a new room. Other function keys are provided for routine commands, including F3 which is a sort of SCORE, displaying courage, charisma, health, and hit points.

Text output also includes responses to the player, produced by the parser's interpretation of the command entered. This parser leaves a lot to be desired. MOVE SHEETS (on the bed) gives: UNFORTUNATELY I CAN'T SEE LEAVES HERE, whilst EXAMINE LEAVES when leaves are present, returns: UNFORTUNATELY I CAN'T SEE A FLYER HERE. And as for DUCK, when one of the spooks threw a fireball at me, all I got was: YO! CHILLOUT! I'D PREFER NICE COMPLEX SENTENCES... Yuk!

Overall, the game itself, whilst hardly Infocom standard, is not at all bad, offering an atmospheric haunted house theme. A pity, then, that it is dogged by a number of frustrating little difficulties that, given the hardware of today and the adventure experiences of yesteryear, should be a thing of the past.

KEITH CAMPBELL

UPDATE

ST, PC and Archimedes versions are planned, and should all be very similar to the Amiga version.

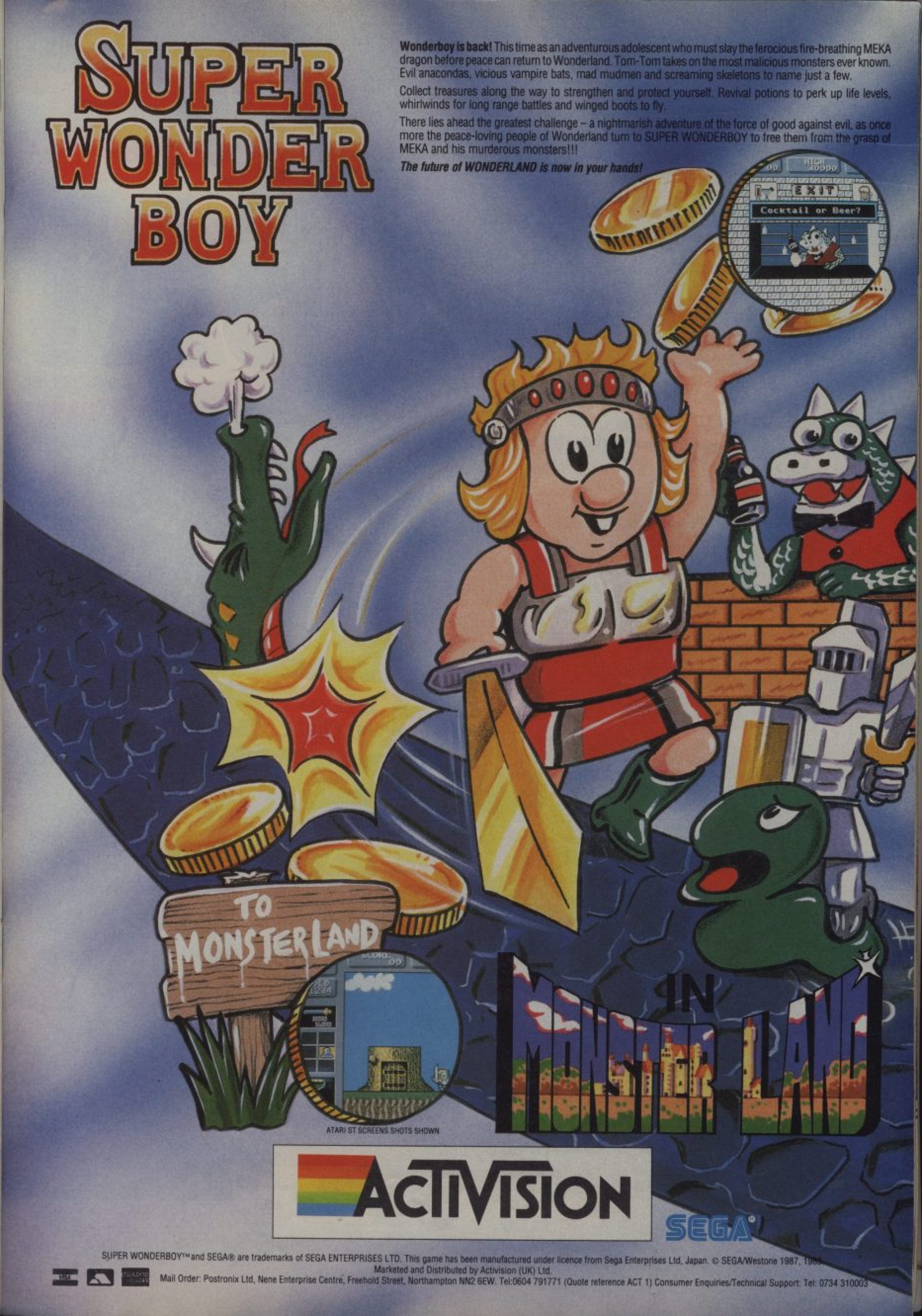
AMIGA	£24.99
GRAPHICS	77%
SOUND	83%
VALUE	79%
PLAYABILITY	70%

A reasonable text-only adventure, but not on a par with the Infocom games that were released recently.

OVERALL 74%

▼ *Down in the dungeons.*





SUPER WONDER BOY
Wonderboy is back! This time as an adventurous adolescent who must slay the ferocious fire-breathing MEKA dragon before peace can return to Wonderland. Tom-Tom takes on the most malicious monsters ever known. Evil anacondas, vicious vampire bats, mad mudmen and screaming skeletons to name just a few.
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Cocktail or Beer?
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BAT



▲ The Batwing swoops through Gotham's streets on carnival night.

▼ A collision with one cake too many sends the Batwing plummeting groundward.



If you read last month's C+VG, you'll know that we reviewed the 8 bit versions of Ocean's latest mega-licence, which were pretty blimmin' fab. However, when we saw the Amiga version, the difference was so stunning that we just had to give that a full review as well.

The basic format of the game is the same on the Amiga as it is on the other formats. It starts in the scrolling maze of platforms which make up the Axis chemical factory. Criminal genius Jack Napier is up to no good somewhere in the factory and Batman has to dodge his bomb-throwing, gun-toting henchmen to track him down. Batman eliminates Napier's thugs by throwing batarangs at them, and he gets from platform to platform by swinging on his batrope. This section is pretty much identical to the same sections in the other versions, apart from beefed-up graphics and sounds.

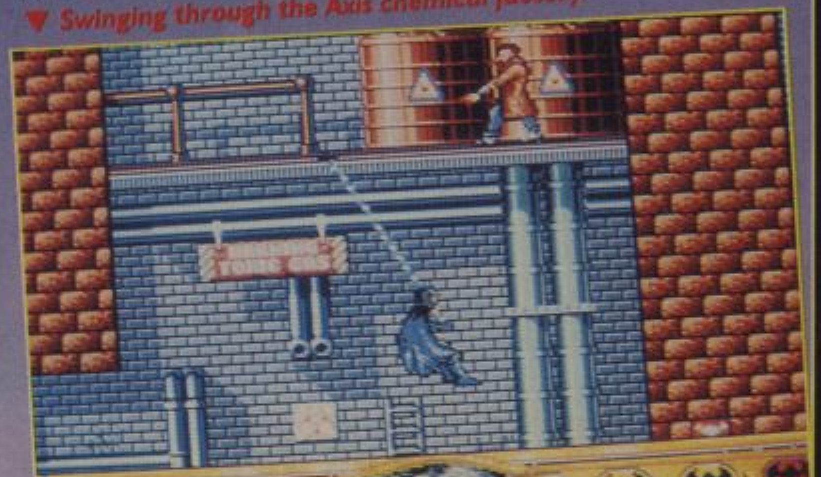
The next stage is the first which differs dramatically from the 8 bit versions. The coppers are after Batman because they think he's a criminal, so he has to try and motor back to the Batcave without running into a roadblock. This section takes the form of a traditional 3D driving game. While you're dodging cars on the road, arrows indicate turn-offs you should take to avoid the roadblocks. However, the Batmobile is moving at such speed that Batman has to use a grappling hook to grab a lamp post as it flashes past, and then swing his steed around the corner. You get three chances at each turn - after that, expect Mr Plod on the horizon.

This section is brilliantly done. Not only are the sprites and sounds superb, the 3D is very well accomplished indeed and the feeling of speed is tremendous. In fact the only time I've seen a better 3D sequence than this on the Amiga is in part four of this game! Hardly surprising since they both come from the programmer behind the amazing Spectrum conversion of Chase HQ which is coming at Christmas.

Once at the Batcave, Batman has to analyse a number of household products which Jack Napier, now The Joker, has poisoned. Select three products at a time, and the Batcomputer reports how many of the three are contaminated, but not which ones. Like the old Mastermind game, you have to solve the puzzle by a process of elimination. This bit's nicely done, but it's dead easy so it won't be long before you can pass on to stage four.

Like stage two, this is a 3D trip through the streets of Gotham City, except this time it's carnival day and you're flying the Batwing. There are huge balloons lining the street, but unbeknownst to the authorities, the Joker has filled them with deadly Smilex gas. To save the carnival-goers, you have to fly the

▼ Swinging through the Axis chemical factory.





MAN

BY OCEAN



▼ Uh oh. Looks like the end of the road for the Batman.

▲ The batmobile swings down a side street.



C+VG HIT!



Batwing through the balloons' guy ropes so that they float up out of harm's way. Getting your altitude right as the road rocks up and down is essential, as exploding a balloon releases its gas, and running into a balloon anchor damages the Batwing.

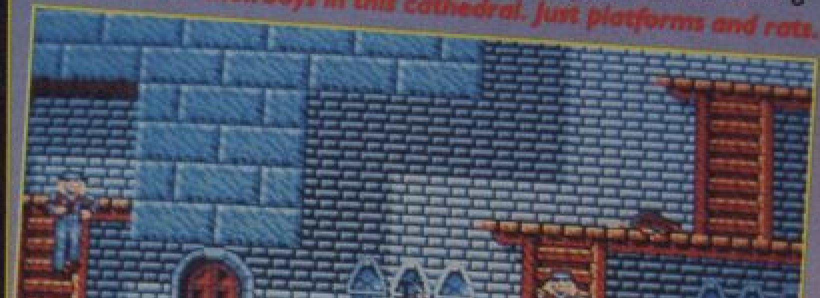
This section is the real stunner. Its a simple sort of game, but the visual impression is incredible - whopping scenery sprites whizz out of the screen really smoothly. The level of graphic detail is exemplary and even extends to the Batwing producing a shower of sparks if you scrape it along the ground. Quite simply, this is the most effective bit of sprite-based 3D gamery I've ever seen on the Amiga, and it's almost worth buying the game just for this bit!

After that, the last section, set in Gotham Cathedral, is a wee bit of an anti-climax. Using his batrope, Batman has to climb from platform to platform towards the Joker who is holding Vicki Vale at the top of the Cathedral. He can use his batarang to bump off the henchmen but he can only dodge the rats which nibble at his batboots, robbing him of energy.

Although these platform sections, and even the batcomputer bit, are very well done, they are very much overshadowed by the spectacular 3D sequences. That's nothing to complain about though, because for your £25 you're getting five excellent games which are guaranteed to keep your eyes glued to the monitor into the small hours for a very long time. Ocean have definitely got a live one here.

PAUL GLANCEY

▼ No pews or choirboys in this cathedral. Just platforms and rats.



UPDATE

The ST version should be out and about by the first week in November and will have the same 3D features as the Amiga version. Look out for it.

AMIGA	£24.99
GRAPHICS	93%
SOUND	86%
VALUE	95%
PLAYABILITY	89%

Superb graphics and sound and great five part gameplay carry off Ocean's best game of the film yet.

OVERALL	93%


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BATMAN is a shadow in the darkness,
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QuickShot
JOYSTICKS
ONE THING
MAKES THEM BETTER THAN
THE REST....
Performance



▲ *The gang's bridgebound antics will have you rolling about.*

When the cost of a prohibition racket is the lives of innocent people, it's time for the law to get tough. Enter, please, Mr Elliot Ness and his team of Untouchables, a group of guys who have the power to do whatever they want in the cause of civilian safety (so long as what they do is vaguely legal, that is). Untouchables, the game, deals with Ness's battle against that most famous of Godfathers, Al Capone.

Based around the critically-acclaimed film starring Sean Connery and Kevin Costner, The Untouchables puts you through six levels of hoodlum hassling.

Stage One, a multidirectionally scrolling platform shoot 'em up sees you in the derelict warehouse which Capone's gang use as their base. Here, you must gather together the evidence required to move in for the kill

THE UNTOUCHAB

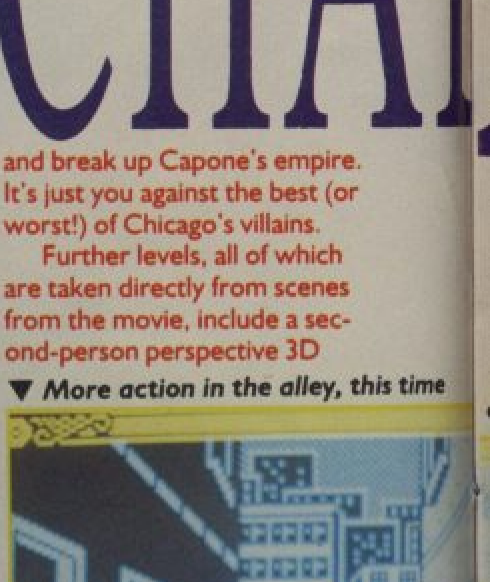
and break up Capone's empire. It's just you against the best (or worst!) of Chicago's villains.

Further levels, all of which are taken directly from scenes from the movie, include a second-person perspective 3D



▲ *Shotgun slugs is the only language these street slime understand.*

▼ *More action in the alley, this time*



REVIEW



▲ *Don't shoot the accountant!*

BLES

C+VG HIT!

shootout in a dark, city alleyway; another second-person perspective shootout, but this time set on a bridge, with your team rolling around the floor, wasting baddies and trying desperately not to be shot; a madcap chase down a long flight of stairs as Ness attempts to rescue a runaway baby, complete with pram, while removing any threat from hoodlums, and finally a gun battle across the rooftops with a pistol-packing bad-lad.

Ocean seem to enjoy producing multi-event film licenses, what with Robocop, Batman and now this. As with the other two, The Untouchables is a cut above the usual movie-based guff which we're constantly subjected to, combining relatively simple gameplay with a high level of presentation to produce a great game.

Perhaps the programmers have gone just a little too far on the aesthetic side of the 64 version though; sometimes, because of the large quantity of colour on screen, it's difficult to make out who's shooting at who. Apart from that one minor gripe (don't worry, it's more an annoyance that a detriment to the game's enjoyment), The Untouchables is a well thought out package which will find a niche in most people's software collections. It won't be as big a hit as Ocean's two earlier movie games, but those who buy it won't be disappointed.

PAUL RAND

on the Spectrum.



▼ *Save the baby!*



UPDATE

Expect Amstrad, ST and Amiga Untouchables to hit the streets around mid-November, at 9.99, 19.99 and 24.99 respectively. All will follow along the same lines as the C64 and Spectrum conversions, although the 16-bit titles will benefit by better graphics and sound effects.

C64	£9.99
GRAPHICS	83%
SOUND	79%
VALUE	82%
PLAYABILITY	85%

An absorbing mish-mash of game styles make The Untouchables a great film tie-in.

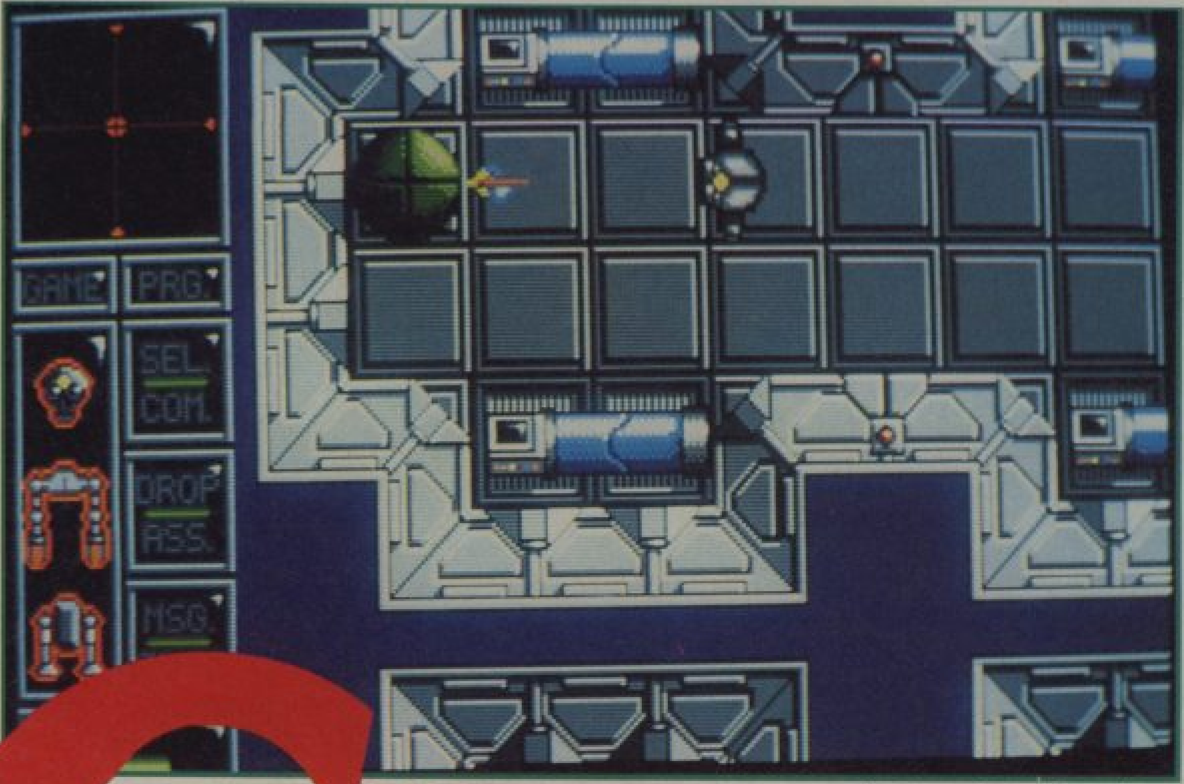
OVERALL	83%

SPEC	£9.99

While the gameplay is virtually identical to the C64 version, monochrome graphics ensure that the on-screen action is easier on the eye, as well as giving the player the feeling of watching a 50s black and white film. Brilliant.

OVERALL	85%


Hard Drivin'
A TRUE THREE-DIMENSIONAL WORLD PRESENTED ON THE SCREEN!
Atari ST Screenshots!
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BY RAINBIRD

▲ *Blam the seed pod!*

CONTACT

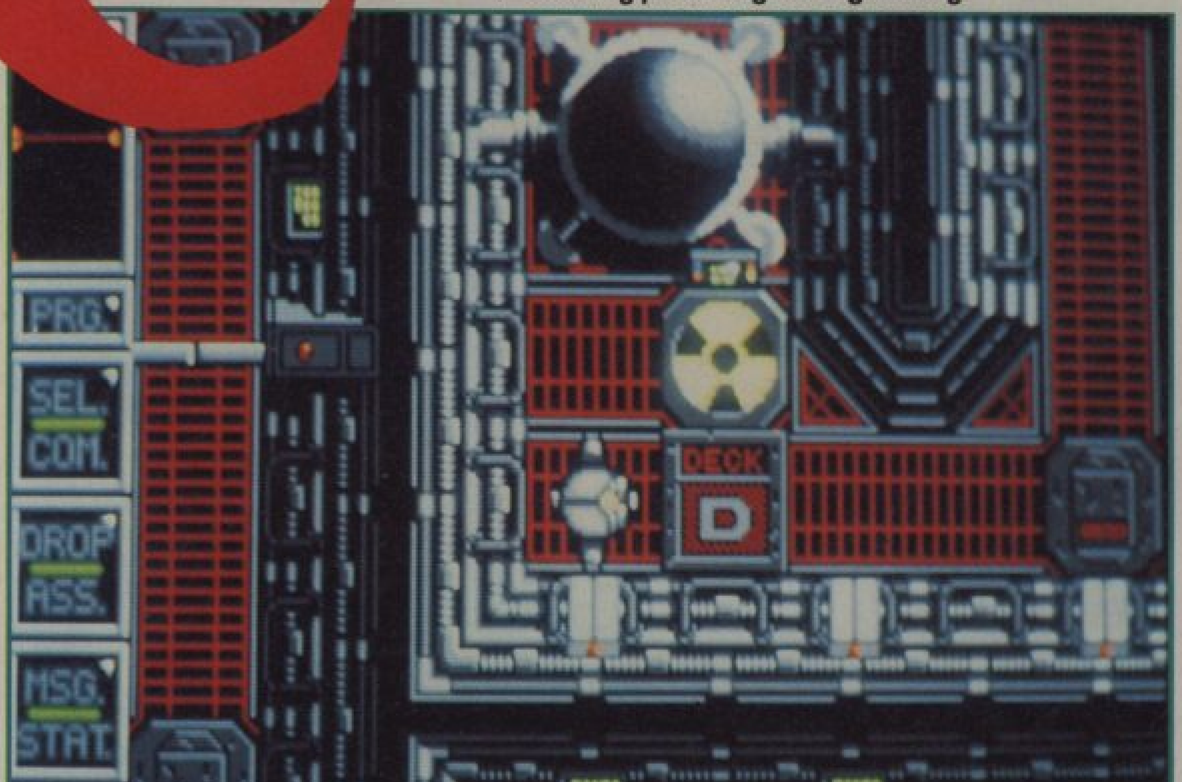
Your space station's been infested by alien insectoid wrecking crews, and wouldn't you know it, Rentokill's deep space surcharge is just beyond your budget. The only thing to do is to set up a communications beam from your distant spaceship, then use it to remotely control a maintenance droid. The droid has to do his best to eradicate the aliens from all four labyrinthine station decks, while looking for the four parts of a teleport device. Once they're assembled he can teleport to the alien mothership, plant a bomb, destroy it and save the solar day.

The droid comes in three bits which have their own weapons and power sources, allowing them to operate independently or as a combination. When separated, you can flip between overhead views of each component's surroundings, so uniting them is just a question of programming each bit to go to a deck-to-deck teleporter and moving them all to the same part of the station.

Once they're together, you can get down to a serious search. The teleport parts are all in locked lockers, so the droid needs to find the pass to unlock the locker and bulkhead doors on a deck. For these, he has to search unlocked lockers, which can also hold tools to repair damaged consoles and parts which he can assemble into weapons such as proximity mines or deck cannons.

Luckily for him, the aliens don't see the droid as much of a threat, so he doesn't have to worry about them zapping him too much. However, they come in a multitude of forms, some more dangerous than others. The real pain is the pupal Sucker which wriggles around sucking away at your energy if it finds you. Blockers are like large beet-

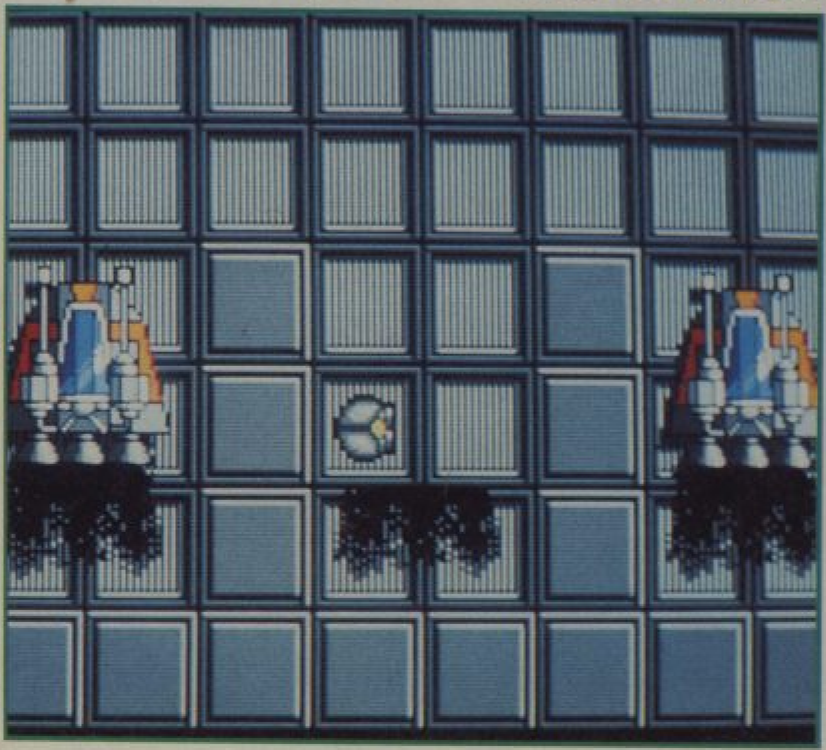
▼ *Checking for damage in Engineering.*



les - slow, but if you shoot one, it sits down and draws its legs under its shell, blocking the corridor until you pump a load of laser into it.

If you kill an alien anywhere, it transmits sympathy waves to the nearest alien pod, which pops open and gives birth to another blocker. So, to clear the ship, you have to destroy each pod with a mine, then lock up that section of the station with a deck pass, making sure any damaged computers and communications have been repaired first.

Damage level and repairs for



▲ ***Wandering the flight deck.***

both the droid and the ship are two of the things you have to keep a constant check on. If the aliens completely wreck the ship's communications facilities, contact with the droid is lost and it's game over. If they wreak havoc on the engineering deck they can damage the reactors and leave decks running on reduced power with emergency lights only.

It's neat touches like this which really add to the atmosphere, and it's on that score that Contact really makes an impact. As well as the red emergency lights, there are a load of features taken from SF movies. One of the decks is very Nostromo-esque, the monsters and their mothership are also reminiscent of Alien and even the way the robot walks is rather Robocoppy.

Although the robot's equipped with a laser, the gameplay is much more strategy than blasting, but the task is very engrossing indeed. It's lucky you can save the game to disk because there's so much to do. However the fact that there's so much in the game means you can play it for ages without getting bored. It's a shame that the robot's inertia makes the joystick control tricky to handle, but as far as I can see, that is the only real flaw in an otherwise excellent game. Thinking gamers, check it out.

PAUL GLANCEY

UPDATE

Expect an Amiga version soon with improved graphics and sound and, the programmers hope, a scrolling display replacing the ST's flick-screen one.

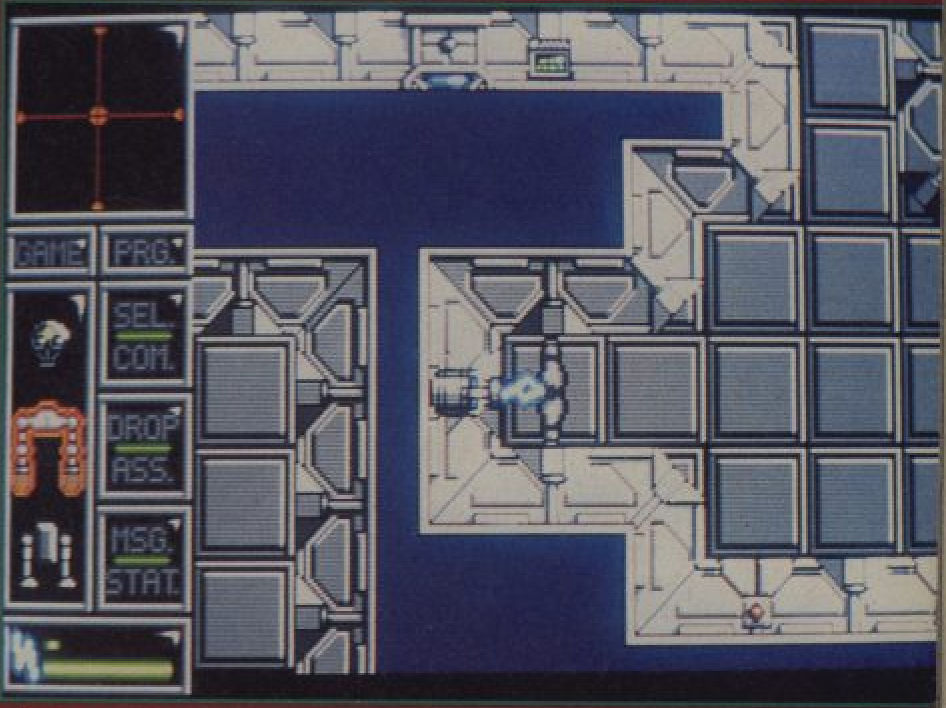
ST	£24.99
GRAPHICS	84%
SOUND	70%
VALUE	75%
PLAYABILITY	83%

Tangible atmosphere and lots of playability make Contact much more than just another maze game.

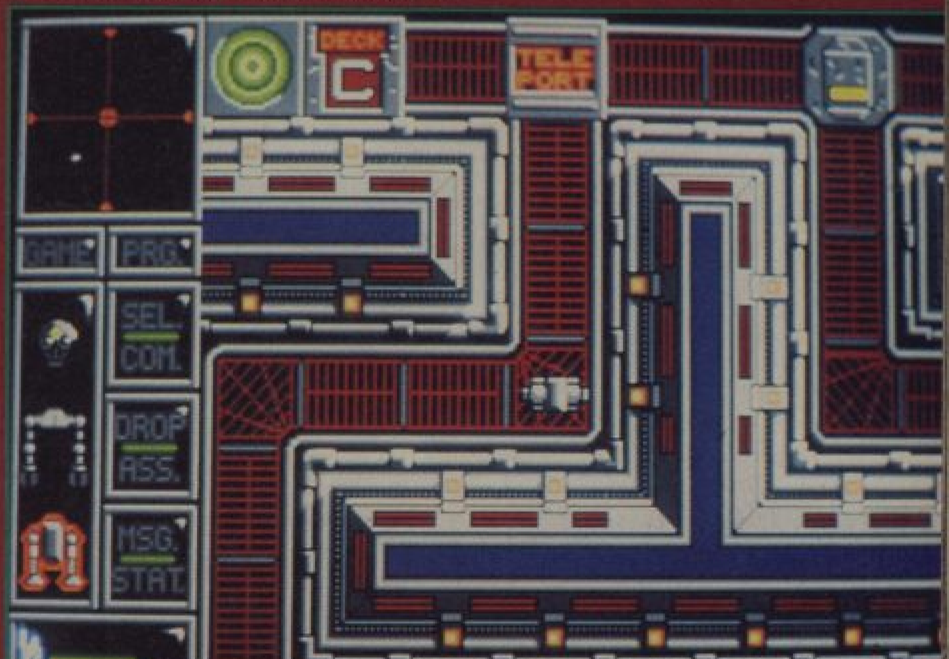
OVERALL 81%



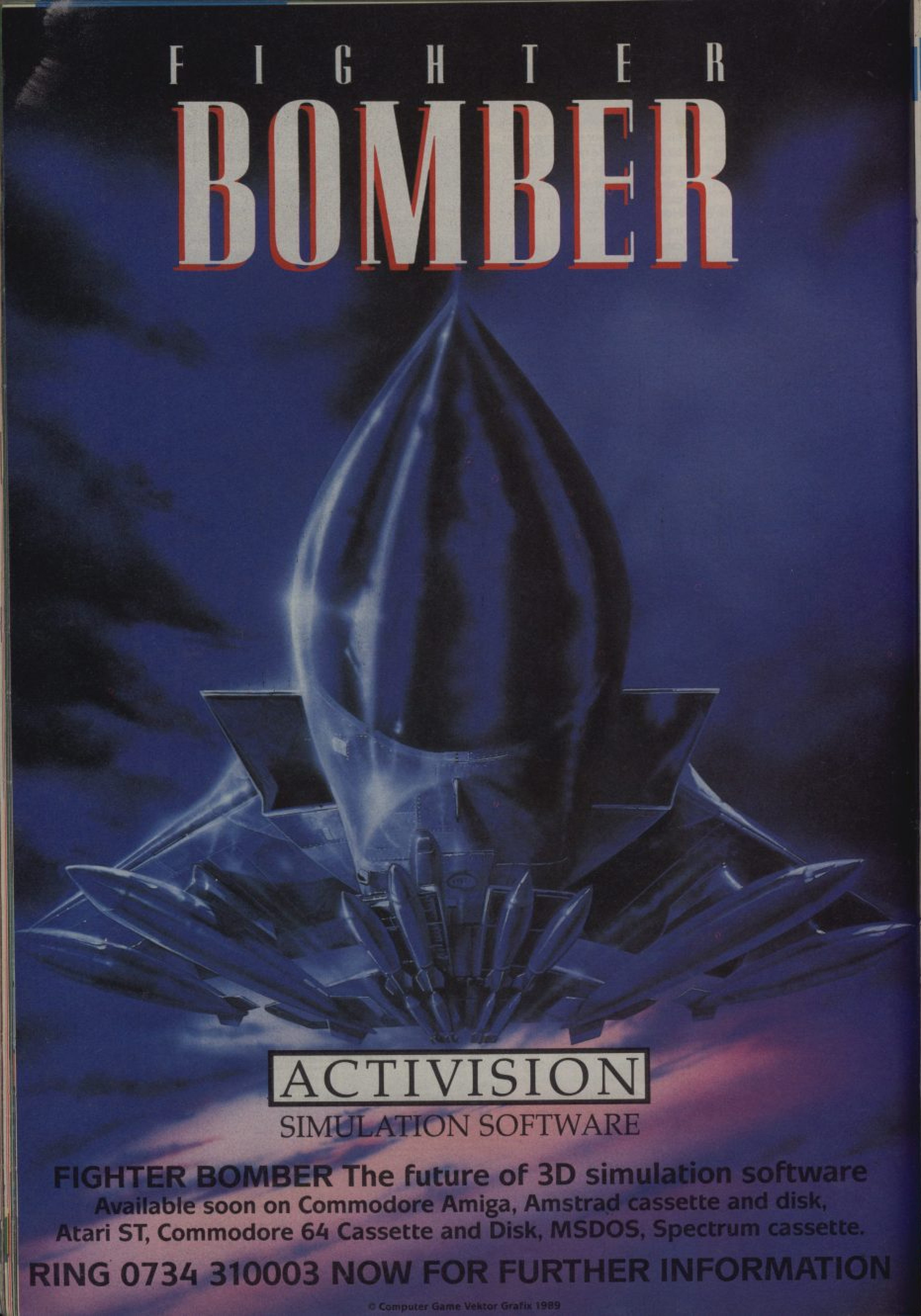
▲ *No problems with that computer console.*



▲ *The torso plugs in and recharges.*



▲ *The leg section heads for the teleport.*


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THE C+VG CHARTS

AMIGA TOP 20

1	(7)	New Zealand Story	Ocean	88%
2	(14)	Robocop	Ocean	90%
3	(1)	Populous	EA	94%
4	(-)	Honda RVF	Microprose	82%
5	(12)	Test Drive 2	Accolade	90%
6	(3)	Kick Off	Anco	84%
7	(11)	SEUCK	Palace	70%
8	(-)	Rick Dangerous	Firebird	87%
9	(8)	Lords Rising Sun	Mirrorsoft	88%
10	(-)	F16 Combat Pilot	DI	76%
11	(5)	Silkworm	Virgin	87%
12	(2)	Forgotten Worlds	US Gold	92%
13	(10)	Lombard Rally	Mandarin	83%
14	(-)	Indiana Jones	US Gold	81%
15	(4)	Falcon Missions	Mirrorsoft	93%
16	(-)	Vigilante	US Gold	81%
17	(-)	Promised Lands	EA	85%
18	(-)	Grand Prix Circuit	EA	75%
19	(-)	3D Pool	Firebird	81%
20	(6)	Dragon Ninja	Ocean	75%

Microprose's Honda RVF rides straight in at number four while Ocean's fab arcade conversion knocks the mighty Populous off top spot. The Populous Promised Lands disk enters the chart, and considering the success of the parent game, this add-on is bound to do well.

PAUL'S TIPS

BATMAN: I'll eat my ham salad roll if this amazing licence isn't in the top five this time next month.
RAINBOW ISLANDS: Missed this chart, but it'll be in the top ten next time, you wait and see.
XENON II: Another one released to late for this chart, but it'll flying high next month.

OUTSIDE BET

LIGHT FORCE: A rather fab compilation from Ocean, comprising IK+, Voyager, R-Type and Batman the Caped Crusader.

ATARI ST TOP 20

It's a month of new entries, most successful of which is Elite's compilation (containing such classics as Buggy Boy and Ikari Warriors) which shoots straight up the chart to the number two slot. Amazing that Falcon and Lombard Rally are still hanging around the top ten almost a year after their release.

PAUL'S TIPS

XENON II: Not on the streets in time for this chart, but it's got to be a chart-topper next month.
RAINBOW ISLANDS: Again, won't be out until next month, but when it is, watch it climb!
BATMAN: Ocean's mightiest licence yet - it's gonna be kickin' ass very soon!

OUTSIDE BET

QUARTZ: Paul Shirley's nifty shoot 'em up deserves heaps of success.

1	(8)	New Zealand Story	Ocean	88%
2	(-)	Story So Far	Elite	85%
3	(2)	Robocop	Ocean	90%
4	(-)	Indiana Jones	US Gold	81%
5	(7)	Falcon Missions	Mirrorsoft	88%
6	(4)	Kick Off	Anco	84%
7	(9)	Falcon	Mirrorsoft	93%
8	(14)	Lombard Rally	Database	83%
9	(3)	Forgotten Worlds	US Gold	87%
10	(-)	Rocket Ranger	Mirrorsoft	80%
11	(-)	Rick Dangerous	Firebird	87%
12	(12)	Out Run	Klassix	75%
13	(5)	Silkworm	Virgin	84%
14	(16)	F16 Combat Pilot	DI	79%
15	(13)	Licence To Kill	Domark	80%
16	(20)	Kult	Infogrames	85%
17	(11)	Dragon Ninja	Ocean	81%
18	(6)	Battle Chess	EA	82%
19	(-)	Postman Pat	Alternative	69%
20	(-)	Promised Lands	EA	88%

HOW THE CHARTS ARE CREATED

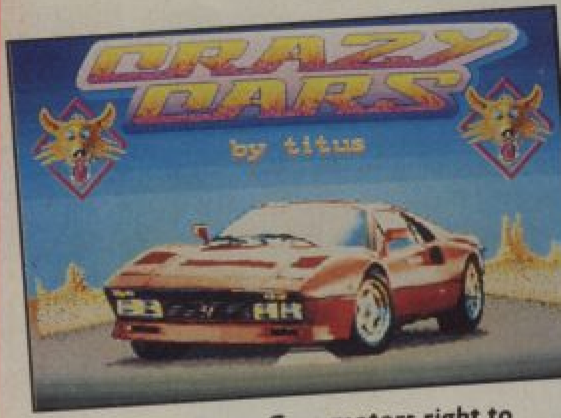
Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.

THE C+VG CHARTS



▲ Op wolf - still in the charts since Christmas!


▲ Monte Carlo Casino just nudges its way in.



▲ A budget Crazy Cars motors right to the top.



▲ Cheap Jack nips in at the bottom of the chart.

ALL FORMA

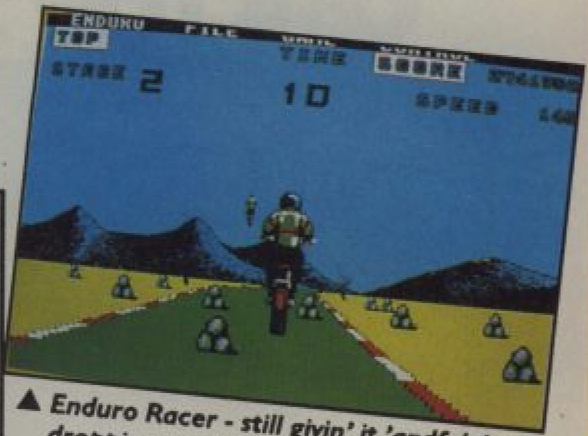
		GAME	COMPANY
1	(-)	CRAZY CARS	HIT SQUAD
2	(-)	INDIANA JONES	US GOLD
3	(2)	GREEN BERET	HIT SQUAD
4	(1)	ROBOCOP	OCEAN
5	(3)	ENDURO RACER	HIT SQUAD
6	(4)	YIE AR KUNG FU	HIT SQUAD
7	(5)	DT'S DECATHLON	HIT SQUAD
8	(7)	POSTMAN PAT	ALTERNAT
9	(8)	MiG 29	CODE MAS
10	(-)	N ZLAND STORY	OCEAN
11	(19)	CRAZY CARS 2	TITUS
12	(-)	SCOOBY DOO	ENCORE
13	(6)	DRAGON NINJA	OCEAN
14	(-)	M CARLO CASINO	CODE MAS
15	(-)	BATMAN	OCEAN
16	(-)	OPERATION WOLF	OCEAN
17	(15)	T I DIZZY	CODE MAS
18	(-)	SUMMER GAMES	KIXX
19	(-)	JACK THE NIPPER	KIXX
20	(-)	FAST FOOD	CODE MAS

After topping the Gallup chart for over six months, Ocean's record-breaking Robocop has finally lost its number one slot to Crazy Cars. Thanks to the success of the film, Indy has

AATS TOP 20

ANY	SPEC	AMS	C64	ST	AM
UAD	●	●	●	●	●
LD	●	●	●	●	●
UAD	●	●	●	-	-
I	●	●	●	●	●
UAD	●	●	●	●	-
UAD	●	●	●	●	●
UAD	●	●	-	-	-
NATIVE	●	●	●	●	●
MAST.	●	●	●	-	-
I	●	●	●	●	●
	●	●	●	●	●
E	●	●	●	-	-
I	●	●	●	●	●
MASTERS	●	●	●	-	-
I	●	●	●	●	●
I	●	●	●	●	●
MASTERS	●	●	●	-	-
	●	●	●	-	-
	●	●	●	-	-
MASTS	●	-	●	-	-

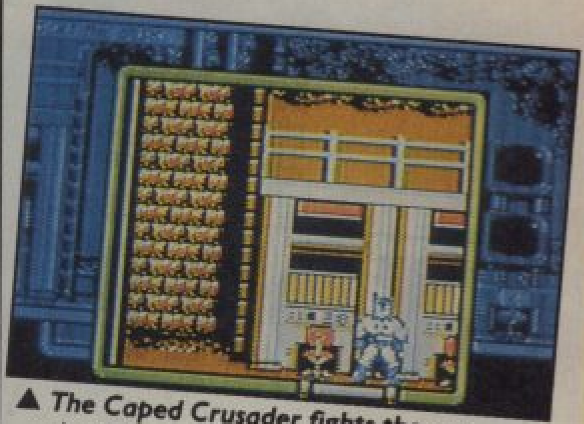
at last found a foothold for his arcade game, which has shot straight to number two. Ocean's fab New Zealand Story conversion has finally charted and is slowly climbing the ranks.



▲ *Enduro Racer - still givin' it 'andful, but dropping two places.*



▲ *The Indy action game - whipping the opposition.*


▲ *The Caped Crusader fights the onslaught of crime and 8 bit budget games.*



▲ *A rereleased Scooby bounces into twelfth place.*

THE C+VG CHARTS

C64 TOP 20

1	(-)	Crazy Cars	Hit Squad	55%
2	(4)	Green Beret	Hit Squad	81%
3	(-)	Pitstop 2	Kixx	85%
4	(1)	Enduro Racer	Hit Squad	38%
5	(2)	Robocop	Ocean	84%
6	(-)	Indiana Jones	US Gold	80%
7	(-)	Scooby Doo	Encore	61%
8	(7)	SAS Combat	Code Mast	64%
9	(-)	Summer Games	Kixx	77%
10	(8)	Yie Ar Kung Fu	Hit Squad	79%
11	(-)	New Zealand Story	Ocean	83%
12	(18)	Operation Wolf	Ocean	92%
13	(-)	Double Dragon	Melbrne Hse	45%
14	(17)	Dragon Ninja	Ocean	80%
15	(-)	Batman	Ocean	80%
16	(-)	Tennis	Hit Squad	75%
17	(-)	Spitfire 40	Alternative	49%
18	(-)	Rally Cross	Code Mast	77%
19	(-)	Forgotten Worlds	US Gold	84%
20	(5)	1942	Encore	67%

AMAZING!! A full price game knocks Treasure Island Dizzy off his perch! Still, we told you the Indy action game was good. The rest of the budget gang do a reshuffle and they're joined by some smart new cheapos. Strange that Crazy Cars, which isn't the best of the new bunch, climbs highest.

PAUL'S TIPS

NEW ZEALAND STORY: Currently climbing the chart slowly but should make it to the top for next month.

BATMAN: Sure to cash in on the hysteria surrounding the movie.

DRAGON SPIRIT: One of Domark's best Tengen conversions to date.

OUTSIDE BET

DARK FORCE: Undoubtedly one of the best value for money Spectrum compilations yet.

SPECTRUM TOP 20

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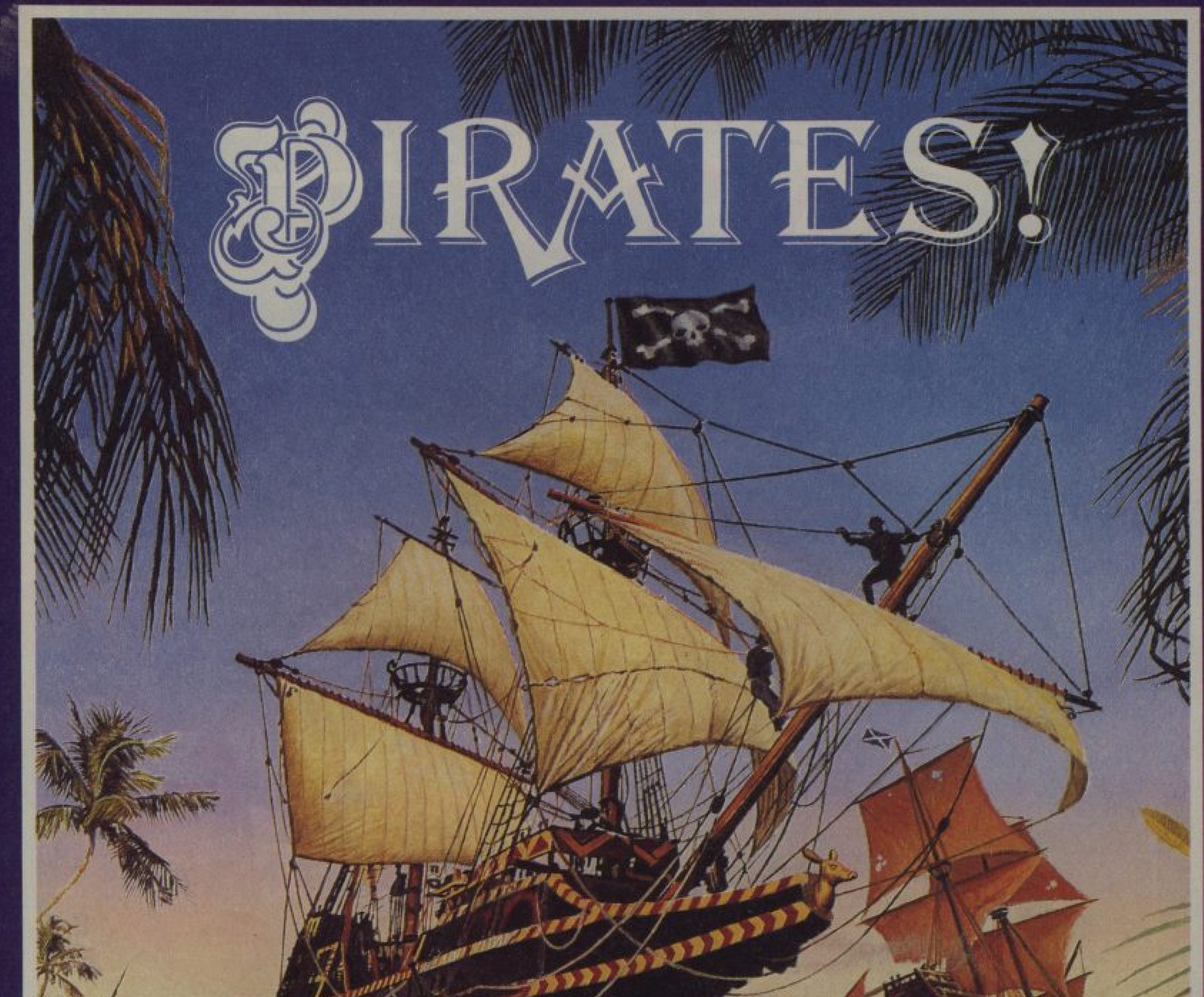
1	(-)	Indiana Jones	US Gold	81%
2	(-)	Crazy Cars	Hit Squad	60%
3	(1)	Treasure I Dizzy	C Masters	75%
4	(7)	Green Beret	Hit Squad	85%
5	(3)	Postman Pat	Alternative	70%
6	(2)	Enduro Racer	Hit Squad	87%
7	(5)	D T's Decathlon	Hit Squad	69%
8	(-)	Monte Carlo Casino	Code Mast	77%
9	(14)	Shanghai Warriors	Players	79%
10	(4)	MiG 29	Code Mast	35%
11	(6)	Robocop	Ocean	95%
12	(-)	Jack the Nipper	Kixx	77%
13	(-)	Scooby Doo	Encore	75%
14	(13)	Crazy Cars 2	Titus	70%
15	(-)	Superkid	Atlantis	72%
16	(18)	Fast Food	Code Mast	59%
17	(-)	Pro Powerboat Sim	Code Mast	70%
18	(8)	McGuigan Boxing	Mastertronic	74%
19	(16)	Gauntlet 2	Kixx	78%
20	(-)	Double Dragon	Melbrne Hse	55%

C+VG STAFF CURRECNT GAME OBSESSIONS

JULIAN RIGNALL: GHOULS 'N' GHOSTS, WONDERBOY III (CD-ROM), ORDYNE

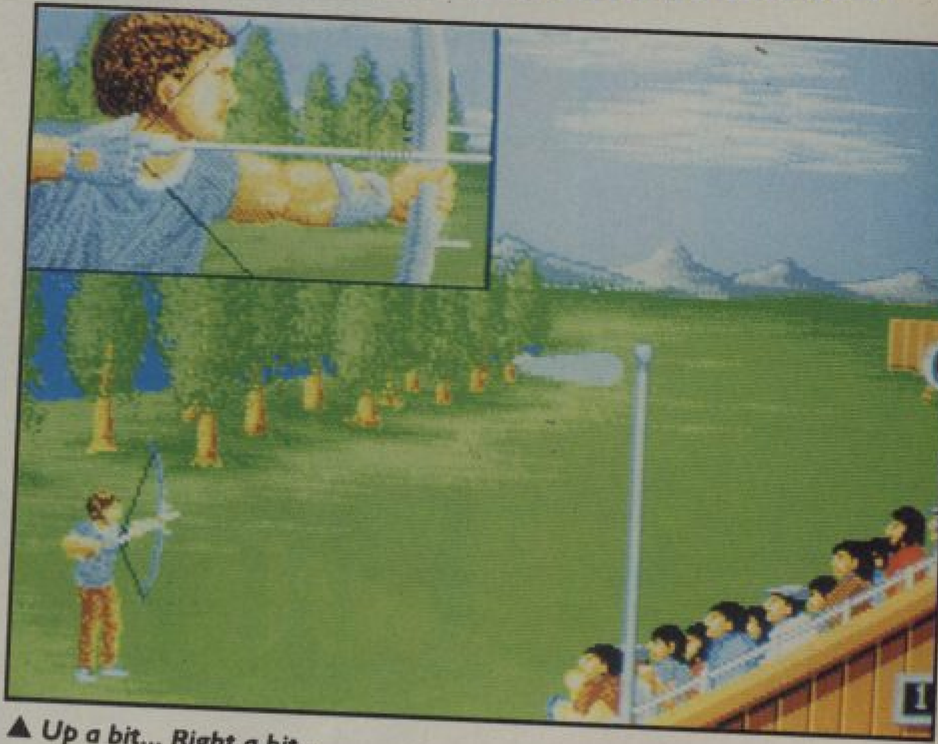
PAUL GLANCEY: GHOULS 'N' GHOSTS, ROCK ON, XENON II

PAUL RANDY: GHOULS 'N' GHOSTS, SHINOBI, CONTINENTAL CIRCUS


PIRATES!
Now available on Atari ST

GAMES: SUMMER EDITION

BY EPYX/US GOLD


▲ Up a bit... Right a bit...

After an opening ceremony of Korean travelogue pictures, you're shown a map of the Olympic village with icons for each of the eight events placed in the relevant stadiums. Move a cursor over the event you want to practice or select a Yin-Yan symbol for the actual competition options (players/country selection, etc).

Velodrome cycling is viewed in 3D from behind two cyclists, one of whom is under joystick control. Waggle like hell to build up speed, but if you're really smart duck in behind the other cyclist, thus slipstreaming and saving a lot of energy until the time comes to make a break for the line.

The other track event is the 400m Hurdles. Again, success is all down to the speed of waggling, though timing your leaps is also crucial if you don't want grazed shins.

In the Pole Vault you view your vaulter from the front. Speed him up by moving the joystick left and right in sync with his footfalls. Plant the pole correctly and over you go.

The other field event is the Hammer Throw. Wiggle the stick and your thrower twirls his equipment, then hit the button at the right moment and away it goes.

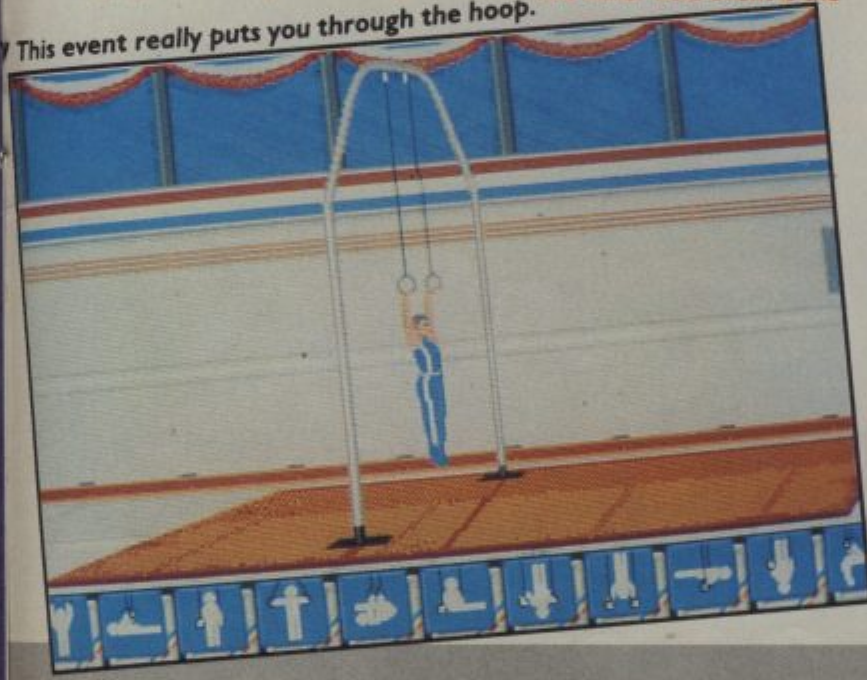
Archery entails setting the tension on the bowstring and aiming at the target, taking into account changeable wind direction. This is the easiest event, mainly because it's the only one that doesn't require any timing.

Diving is much more difficult. Set the tension of the board and off your fellah goes. Time his spring, then perform a dazzling mid-air contortion by selecting any of the 16 positions.

The last two events take place indoors. For top marks on the rings you should move from position to position in a graceful sequence, waggling at a certain speed to perform the move indicated by a flashing icon - the uneven parallel bars is similar, but you just push up or down to choose direction of motion and the on-screen Olga does the rest.

Being a bit of a non-sporty type I didn't find swinging about on the bars in Games: Summer Edition as entertaining as, say, throwing frisbees in California Games or tossing cabers in World Games. Unlike other Epyx "Games" it places quite an emphasis on joystick waggling, though I was pleased to see some fresh approaches to the traditional events such as the 3D views in the cycling and hurdles. Playing the archery and hammer throwing events reveals a load of neat little touches which really do make the game more interesting and enjoyable.

PAUL GLANCEY

▼ This event really puts you through the hoop.


UPDATE

The 8 bit versions were released at the more appropriate time of last summer.

ST	£24.99

Slightly weaker sound and graphics separate this from the Amiga version. It also comes on four disks rather than two, so playing is a little more awkward.

OVERALL 77%

AMIGA	£24.99
GRAPHICS	77%
SOUND	85%
VALUE	78%
PLAYABILITY	77%

A simulation feel makes Games: Summer Edition slightly less playable than earlier Epyx "Games", but should make it a winner among athletics fans.

OVERALL 79%

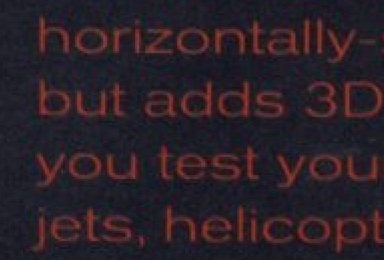
OPERATIO
THUNDERB

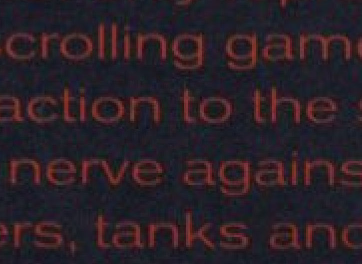
TAKE WHAT COMES... &HIT'EM WITH DOUBLE

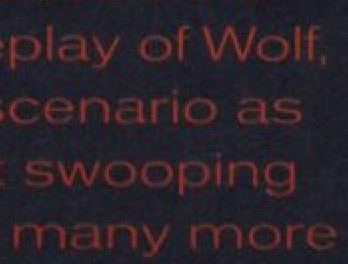
Bringing you enhanced shoot-em-up action for one or two players, Thunderbolt not only reproduces the horizontally-scrolling gameplay of Wolf, but adds 3D action to the scenario as you test your nerve against swooping jets, helicopters, tanks and many more awesome adversaries!

Use the laser sight, or the bulletproof vest, but watch out for those air-to-ground missiles!

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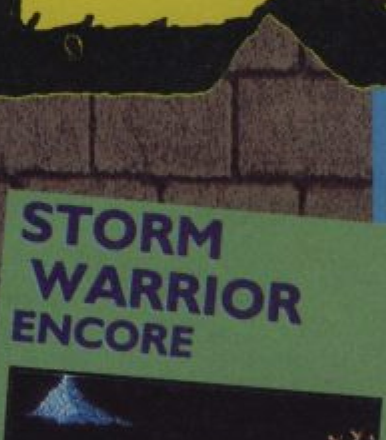


SPECTRUM AMSTRAD	SPECTRUM AMSTRAD	ATARIST	CBM AMIGA
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BUDGET

STORM WARRIOR
ENCORE



Apparently this is a previously unreleased game from the team who programmed C64 Forgotten Worlds. A couple of minutes at the joystick and you can tell why it was never previously released. The plot is the usual rubbish about a prince, armed with sword, who has to go to the palace of an evil witch queen to kill her and save the land.

What it amounts to is a fairly unintelligent horizontally scrolling slash 'em down set in a boring landscape of forest, then castle corridors. The opponents are pretty unimaginative combatants, and all it takes is a few random stabs before they're history. Mark Cooksey's music is pleasant, but otherwise this game has few merits.

C64 £1.99

An unspectacular fighting quest which soon becomes boring.

OVERALL 44%



ALIEN SYNDROME
RAD

Last year's arcade conversion from The Edge re-released under their new cheapo label. Your ship has been infested by aliens, so a bomb has been set to destroy them and the ship. A load of your comrades have been slimed up by the aliens and you and a mate have to roam around releasing them, then get to the exit before the ship does the big firework.

In spirit, the conversions are accurate to the arcade game, featuring similar level layouts, aliens and extra weapons, and some suitably gross boss monsters. They're all playable enough too, but they could all have been better. One fault which seems to plague all of them, is the slow screen scroll. It can't keep up with the players so they can run to the edge of the screen and get dobbered by a monster that suddenly appears out of nowhere.

C64 £1.99

The graphics are a bit scrappy and the sound could have been better, but this is the fastest and most playable version.

OVERALL 82%

SPECTRUM £1.99

Clear graphics, but loads of monsters makes it really tough to get anywhere.

OVERALL 70%

AMSTRAD £1.99

Numerous graphical quirks such as being able to walk faster than bullets make this very confusing to play.

OVERALL 51%

ST £9.99

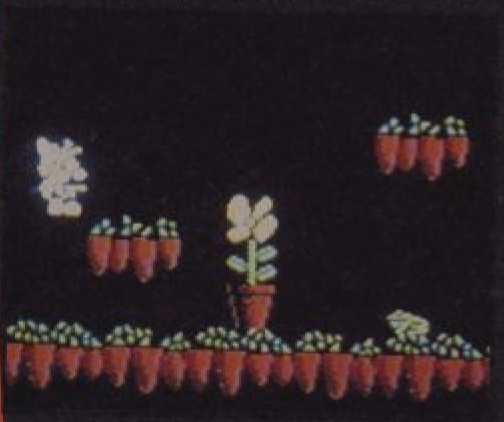
Naturally the best graphically, and it even features (very hissy) speech. Suffers from scrolling problems but it's still quite playable.

OVERALL 79%

SPOOKED PLAYERS PREMIER

Ghostbusting is the name of the game in Spooked, which has you controlling a small bug-eyed person on a romp through a multi-screen platform-packed mansion. Dodge the skulls and spooks, then grab any frogs or bugs which are crawling around and chuck them into a cauldron to cook up spells for every occasion.

It's a neat combination of platforming and blasting, with a bit of Hangman thrown in. The action is fast, colourful and fun, and the graphics are really rather cute. There's even a scar-deymeter which indicates how the difficulty level increases when you're doing well. Definitely the best new budget release we've seen on the Spectrum this month.



SPECTRUM £2.99

A jolly little platform game with some very novel touches to set it apart from the crowd.

OVERALL 83%

KOKOTONI WILF
ENCORE



Elite's historic first release, which tried to cash in on Jet Set Willy's platforming collect 'em up craze, but didn't quite make it. What it entails is guiding the winged Wilf through umpteen multi-screen time zones, dodging dinosaurs with Altzheimer's Disease, Vikings on a pillage, crazed pirates, etc, etc, and picking up cruciform mystery objects. Find them all and the time tunnel opens up to the next zone.

Wilf's graphics are feeble by today's standards, the music is appalling (a couple of non-tunes, and "Consider Yourself" from the musical version of the Oliver film (??) backing the action), but the gameplay is strangely compelling. Fine control of wobbly Wilf is all it boils down to, but the scenic variety keeps you playing at least until level four when frustration forces you to eat the cassette.

C64 £1.99

Ancient and ugly, but surprisingly good fun for an ancient, ugly sort of platform game.

OVERALL 70%

CRYSTAL CASTLES
KIXX

An elderly conversion of an even more crusty Atari coin-op which places you in the furry skin of Bentley, a bouncy bear with a fetish for precious stones. Today, Bentley's ambled into a witch's castle which is made up of 18 3D mazes all littered with gems. Cor! Poor Bentley nearly wets his knicks in excitement, and before you can say, "Hold it, Bentley! The place is full of mad marbles/tree spirits/skeletons/gem eaters/bees", he's out there filling his pockets.

On the Spectrum at least, Crystal Castles is quite good fun, but not at all difficult, mainly because it's a bit slow. The best that can be said about the graphics is that they're clear, and there are a couple of beepy jingles which pop up now and again. All in all, not tops, but a "bear"able budget buy (yuk yuk!).

SPECTRUM £2.99

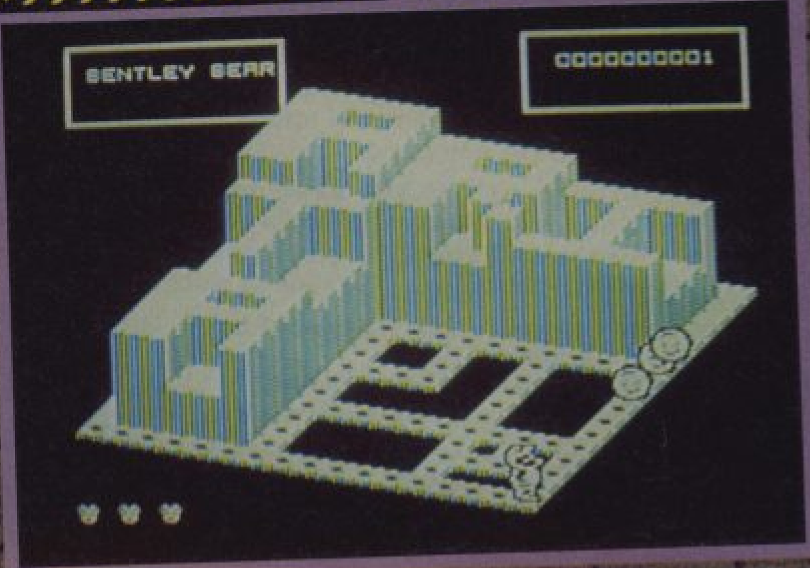
A tidy arcade conversion, playable enough to keep you occupied for an hour or two.

OVERALL 70%

C64 £2.99

Murky (but very fast) graphics, nicer jingles and even the secret warps from the arcade game. Good fun.

OVERALL 78%



SIGMA SEVEN
ENCORE

Drifting towards us through the murky mists of time is this odd sort of spacey shoot 'em up/PacMan game. Briefly fight your way through squadrons of space meanies in an unmanoeuvrable spaceship, then guide a Hovvertank around a factory maze, sucking up blobs and dodging robots. After that there's a strange puzzle game to keep you occupied.

The action throughout is displayed in a sort of Zaxxonesque 3D which looks quite nice, but means things jerk around slo-o-owly on the Spectrum and Amstrad versions. The Commodore version is a lot smoother and faster, though, and if it wasn't for the unexciting and frustrating gameplay, it would be alright. Unfortunately it just wasn't meant to be.



C64 £1.99

Passable music and graphics, but the only really good thing going for Sigma 7 is the price tag.

OVERALL 55%

SPECTRUM £1.99

Slower and quieter than its Commodore counterpart, and no more playable for it.

OVERALL 51%

AMSTRAD £1.99

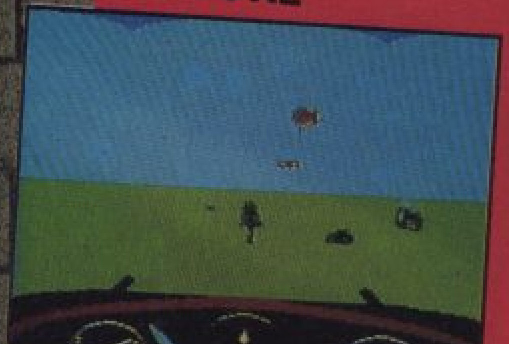
Nice music and some pretty colours, but this version is the slowest and jerkiest of the lot.

OVERALL 49%


Can you survive the Shark Attack
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The perfect game for golfers of all abilities, from arcade addict to simulation enthusiast.
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GREMLIN
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Gremlin Graphics Software Ltd.,
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Sheffield S1 4FS. Tel: (0742) 753423.
Greg Norman
"The Great White Shark"

BUDGET

DEEP STRIKE
ENCORE



Take on the Red Baron and his high-flying Hun hordes in this "dogfight simulation". From the cockpit of your Sopwith Whatever, you command a squadron of four aces on a bombing mission to a target in the north. On the way you have to gun down enemy planes and barrage balloons, but just because it says "dogfight simulation" on the packaging, don't expect to be able to dupe the Baron by flying out of the sun or even to fox him with an Immelman turn.

Deep Strike has little in the way of realism so it's really only a 3D shoot 'em up, and not a particularly good one. Things are very slow and the plane sprites/explosions/bullets often merge into a confusing mass, so it's difficult to tell exactly what's going on. Thrill-packed it ain't.

C64 £1.99

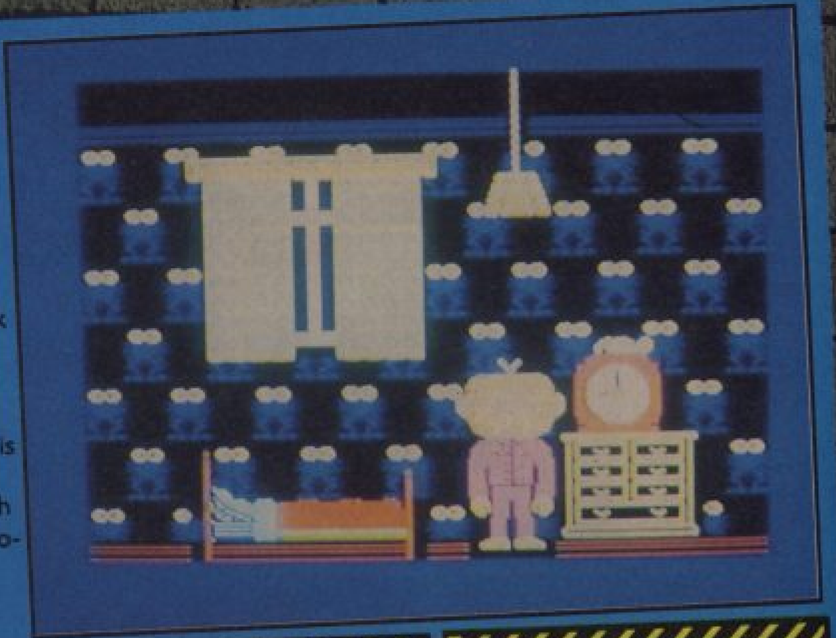
Quite simply, a slow, confusing, not very playable 3D shoot 'em up which barely justifies even this low price.

OVERALL 46%

GREGORY LOSES HIS CLOCK
MASTERTRONIC

One night, while bubble-headed Gregory slept, an evil force sucked his alarm clock into another dimension. If he's going to wake up in time for school, he'll have to send his dreamy self to find it - and this is where you come in, of course. It's one of those games in which you have to cart objects from location to location, solving puzzles by standing on a hat box here and dropping a cheese sandwich there.

It's a Don Priestly adventure, which like his earlier Popeye, Trap Door and Flunky features huge colourful sprites. More variety makes Gregory Loses His Clock Don's best to date, and even if you didn't spring a tenner for his earlier work, you'd have to be a bit of a stingy bot not to shell out three quid for this 'un.



SPECTRUM £2.99

An entertaining, colourful arcade adventure, difficult enough to keep you going for a month of Sundays.

OVERALL 80%

AMSTRAD £2.99

None of the Spectrum's attribute clash and all of its playability. Great stuff.

OVERALL 85%

KENDO WARRIOR
BYTEBACK

Grab your Kendo Sword and go for a run through a flip-screen enemy base. There's secret documents in them thar offices, but nasty martial artists and large dogs don't want you to get them. There are also energy walls around which you can only pass through if your shield is charged up with the right sort of energy.

For the most part play seems to consist of running or rolling between recharging points, smacking the bad guys around and... that's about it. The combat isn't bad, which is lucky, because the "find the useful objects to solve the puzzles" bit isn't very engrossing. Not bad for the price.



C64 £2.99

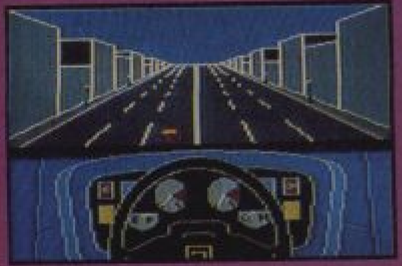
An OK sort of budget release, quite playable but a bit too boring to be really engrossing. Nice music though.

OVERALL 65%

SPECTRUM £2.99

Clearer graphics, but no more playable than the C64 version.

OVERALL 67%



TURBO ESPRIT

ENCORE

Imagine Miami Vice in Milton Keynes and you've got the idea of Turbo Esprit. As a drugs cop, you've got to race through the 3D streets to intercept the cars of drug peddlers which are converging on an armoured truck. Shoot the crims' hit cars for points but be careful not to injure innocent bystanders, or you incur hefty penalties.

On the Spectrum, the control you have over the car (you can even do three-point turns) and the dark city streets give this game a very realistic atmosphere, and it's really very addictive. Unfortunately the C64 is of nowhere near the same standard - slow, jerky and graphically awful - so best give that one a miss.



SPECTRUM £1.99

Brilliant 3D driving game. Very atmospheric and addictive.

OVERALL 87%

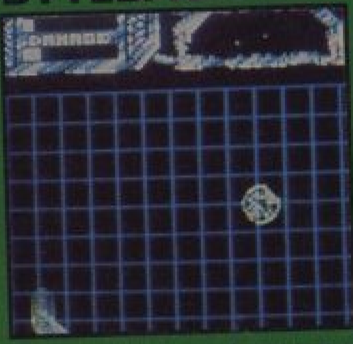
C64 £1.99

Absolutely ghastly conversion of the Spectrum original, retarded in every respect.

OVERALL 22%

COSMIC PIRATE

BYTEBACK



Byteback's first release is a set of 8-bit versions of Palace's Amiga and ST hit of earlier this year. You play a space pirate, patrolling the spaceways on the lookout for fat merchants. Zap the indigenous space-slimes to earn cash, then warp out through the toll gates. Once you've captured your prey, take him back to base and get the megacreds to soup up your old star-strutter into something hot.

Surprisingly enough, these three quid versions seem to have all the features of the twenty-odd quid 16-bit versions - even the ability to save games. Unfortunately, the Spectrum version has some nasty graphics glitches and moves ve-r-y sl-o-o-w-ly, so it doesn't get the thumbs up. The C64 version is much better - fast, smooth, and pretty good fun - BUT it does crash occasionally, which is very annoying.

C64 £2.99

Would be a brilliant space shoot 'em up if it wasn't for a bug which causes it to crash. The fact that you can save the game to tape is some small recompense.

OVERALL 69%

SPECTRUM £2.99

Gameplay is the same as the C64 version, only slightly slower and with more blotchy graphics. The high-pitched warbly music will give you a headache, too.

OVERALL 39%

COBRA

PLAYERS

The fun you can have with helicopters, eh? In this game, you lift off in your whirlybird and scroll around an underground base, blasting missile silos and alien attack waves, and picking up fuel drums and the odd extra gun. Knock out the enemy completely and you get to play "Catch The Missile" with their secret weapon.

Getting that far is another matter, though, because all three versions are very tough. The missile-spitting ground emplacements are the real boogers because of the difficulty of aiming AGMs while your chopper is fighting the laws of gravity. Once you've mastered that it's quite addictive - but three quid is all it's worth.

C64 £2.99

Smart music and shiny sprites, but a cramped playing area, makes it even harder to dodge aliens and missiles than the other versions.

OVERALL 59%



AMSTRAD £2.99

The prettiest of the lot, but a wee bit slower than the Spectrum version, so it's not quite so playable.

OVERALL 66%

SPECTRUM £2.99

The fastest and most playable version, in spite of it having a bit of a wobbly chopper.

OVERALL 68%

ALTERED BEAST



▲ *Fists of flame in wolfman mode.*

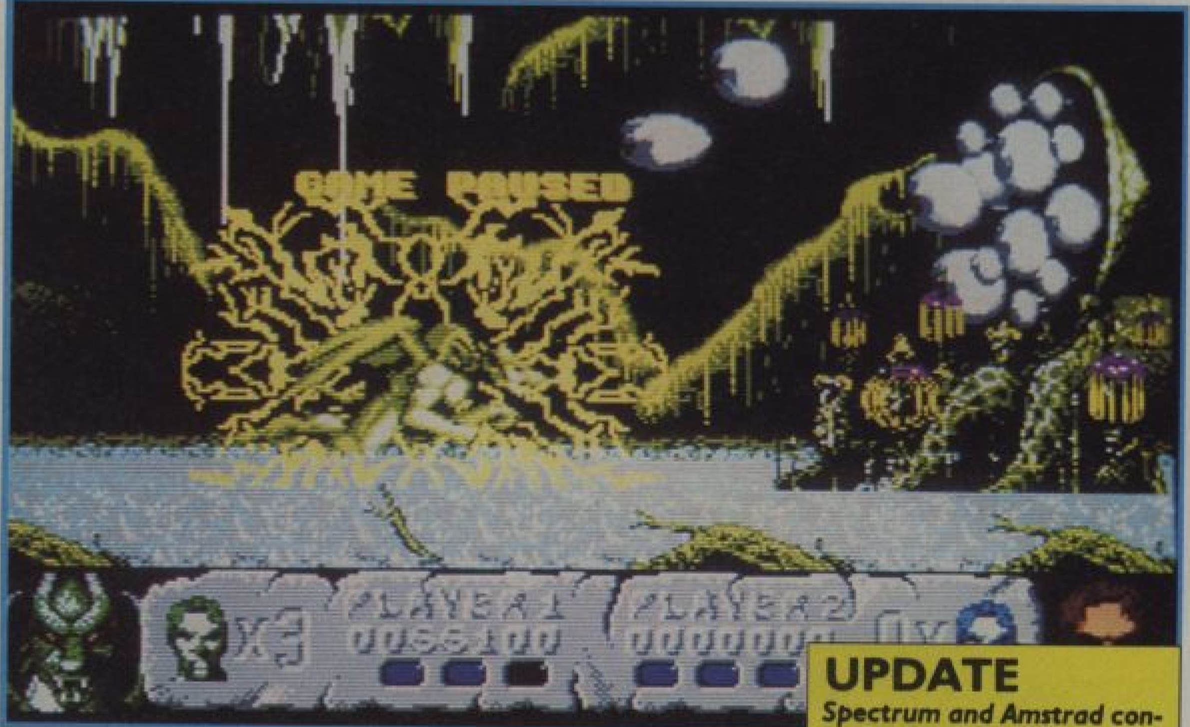
BY ACTIVISION



▲ *The zombies queue up for a biffing.*

In this conversion of the fantastic Sega coin-op you must negotiate the five horizontally scrolling levels which lead down to the Underworld where the evil arch-villain Nelf is holding the beautiful Athena captive, disposing of the Dark One's army of undead warriors on your travels.

Every so often a pulsating creature appears on-screen; when killed it emits a floating orb which gives extra fighting power when collected. Collecting three of these orbs on any one level disturbs your molecular structure, causing a transformation into a were-creature, including a wolf, a dragon or bear. Each one possesses a powerful weapon with which to thwart the rampaging demonic onslaught.



▼ *Zapping away in dragon form.*



Sorry, did I say rampaging? What I meant was slow, cumbersome and awkward. Control of your character is a chore due to the sluggish joystick response. The graphics are colourful and the sound is impressive, consisting of clear, crisp coin-op samples and accurate renditions of the original tunes. But unfortunately, all the presentation in the world cannot make up for Altered Beast's shortfalls - it's slow to play and there aren't many levels.

Fans of the arcade game might glean some enjoyment from the action, but others might be disappointed by the lack of levels and slow gameplay...

PAUL RAND

UPDATE

Spectrum and Amstrad conversions should be out by this time, both at £9.99. Spectrum version is expected to be monochrome, but the CPC Altered Beast should explode in a blaze of colour, with gameplay on both being similar to that of the C64 version.

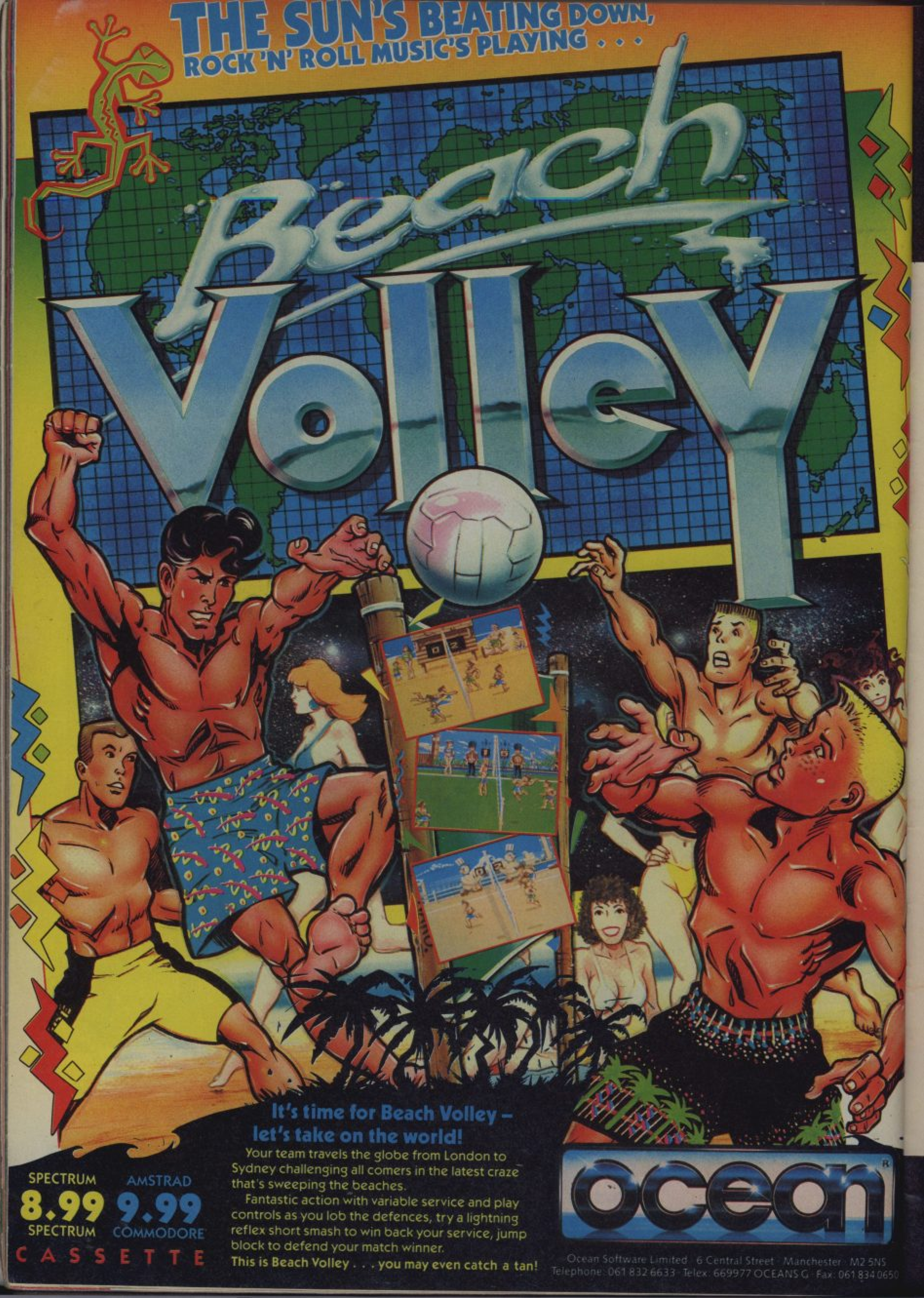
C64	£9.99
A reasonably accurate conversion - try it out if you enjoyed it in the arcades.	
OVERALL	73%

ST	£19.99
Apart from a drop in sound quality and inferior sideways scrolling, the ST version is exactly the same as its Amiga counterpart, and the same comments apply.	
OVERALL	68%

AMIGA	£24.99
GRAPHICS	79%
SOUND	82%
VALUE	64%
PLAYABILITY	68%
All the features of the arcade game, but the gameplay is slow and the controls are sluggish.	
OVERALL	69%



Awaken the beast within you...
ALTERED BEAST
Zeus has called upon you! Only a brave and fearless warrior can save his beloved daughter Athena, from the cunning clutches of Nelf, evil Lord of the Underworld.
Risen from the grave, you are presented with Supernatural powers beyond this world. Collect the 'mystical' spirit balls and transform into an awe-some array of creatures – as Strongman, punch and kick harder than ever before, as WereWolf and Were-Tiger rip the flesh of the demons of hell and as Bear, knock out your enemies with one bad breath!
You hear the distant cries of the beautiful Athena and as the terrors of the Underworld tighten their grasp, the beast within you rises to face the final battle!!
ATARI ST SCREENS SHOWN
ACTIVISION
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AGE........14........
SEX
M........☑
F........☐

WHAT MACHINE(S) DO YOU OWN

AMIGA........☐
AMSTRAD........☐
ATARI ST........☐
C64........☐
MEGADRIVE........☐
NINTENDO........☐
PC COMPATIBLE........☐
PC ENGINE........☐
SEGA........☐
SPECTRUM........☑
OTHER (PLEASE STATE):
....
....

WHAT MACHINE (IF ANY) ARE YOU INTENDING TO BUY IN THE NEXT SIX MONTHS

AMIGA........☐
AMSTRAD........☐
ATARI ST........☐
C64........☐
MEGADRIVE........☐
NINTENDO........☐
PC COMPATIBLE........☐
PC ENGINE........☐
SEGA........☐
SPECTRUM........☐
OTHER (PLEASE STATE)
................☐
................☐
................☐

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£6-10........☐
£10-15........☐
£15-25........☐
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WHAT ARE YOUR FAVOURITE TYPES OF GAMES (TICK AS MANY BOXES AS YOU LIKE)

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SHOOT 'EM UPS........☑
BEAT 'EM UPS........☑
ARCADE ADVENTURES........☐
TEXT ADVENTURES........☐
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THE MAGAZINE

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ARCADE ACTION........8
BUDGET ROUND-UP........10
BUG REPORT........10
CHARTS........10
COMPETITIONS........7
HIGHSCORES........7
MAILBAG........8
MEAN MACHINES........10
MONEY-OFF VOUCHERS........10
NEWS........10
NEXT MONTH........10
PLAYMASTERS TIPS........10
PREVIEWS........10
REVIEWS........10

IS THE TEXT IN THE REVIEW (TICK A BOX)

TOO LONG........☐
TOO SHORT........☐
JUST RIGHT........☑

C+VG QUESTIONNAIRE

DO YOU AGREE WITH C+VG REVIEW MARKS (TICK A BOX)

- OFTEN ☐
- MOST OF THE TIME ☑
- NEVER ☐

ARE THE SCREEN SHOTS

- TOO FEW ☑
- TOO MANY ☐
- JUST RIGHT ☐

HAS THE MAGAZINE NOTICEABLY IMPROVED OVER THE LAST SIX MONTHS?

- YES ☑
- NO ☒

WOULD YOU LIKE TO SEE A SECOND REVIEWER'S COMMENT ON A REVIEW

- YES ☑
- NO ☐

IS THE RATING SYSTEM

- GOOD ☐
- BAD ☐
- REASONABLE ☐
- IFFY ☑

WOULD YOU LIKE TO SEE OTHER RATINGS? IF YES, WHAT?

DIFFERENT PEOPLES THOUGHTS WHO LIKE DIFFERENT GAMES

ARE THERE ANY CHANGES YOU'D LIKE TO SEE MADE TO THE REVIEWS? IF YES, WHAT?

MORE OF THEM

ARE C+VG COVERS

- GREAT ☐
- ALRIGHT ☑
- BAD ☐

WOULD YOU LIKE TO SEE THE FOLLOWING FEATURES IN C+VG?

SPECIAL ARCADE TIPS

- YES ☑
- NO ☐

FEATURES ON PROGRAMMERS/SOFTWARE HOUSES

- YES ☑
- NO ☐

A SPECIAL TWO-PAGE IN-DEPTH PREVIEW ON A NEW GAME

- YES ☑
- NO ☐

VIDEO REVIEWS

- YES ☐
- NO ☑

C+VG POSTER MAGS (LIKE THE MEAN MACHINES/BOMBER MEGAMAG)

- YES ☑
- NO ☐

ARE THERE ANY OTHER THINGS YOU'D LIKE TO SEE IN C+VG

COVER TAPES + BADGES

BIGGER SPACES TO RIGHT ON IN THE QUESTIONAIRES.

WHAT DO YOU THINK OF THE C+VG HOLOPREVIEWS

- BRILLIANT ☑
- ALRIGHT ☐
- POOR ☐

WHAT OTHER MAGS DO YOU READ

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- AMIGA ACTION ☐
- AMIGA COMPUTING ☐
- AMIGA FORMAT ☐
- ATARI ST USER ☐
- COMMODORE USER ☐
- CRASH ☐
- NEW COMPUTER EXPRESS ☐
- POP COMPUTING WEEKLY ☐
- ST ACTION ☐
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- ZZAP! 64 ☐

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SPACE BALLS

JEWEL OF THE NILE



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The new ice age is upon you. Based on a newly colonised island, you struggle to keep warm and your food crops alive. Suddenly, you learn of a tyrannical dictator about to launch an attack upon your island.

As Commander of FVPF (Free Village Peace Force), you must initially warn other members of your force and, together, set about defending your territory along with your most valuable possessions, the heat mines.

Combining a truly stunning 3 dimensional landscape with plenty of action features, Midwinter, nevertheless, needs a great deal of strategy and guile in order for your forces of the FVPF to survive and defeat the invading forces.

Developed by Maelstrom, Midwinter, is set to be yet another classic from the Master of Strategy, Rainbird. Available for the Amiga, Atari ST and IBM PC and compatibles.

Rainbird – Masters of Strategy.

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LINE FOUR

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WIN A COPY OF XENON II!!

Yes indeedy, courtesy of Imageworks, we've not only got ten copies of this completely wonderful shoot 'em up to give away to ten lucky 16 bitters, we've also got some rather chic Xenon II T shirts, guaranteed to make any bod more attractive to members of the opposite sex*. Just dial the number, follow the instructions and you could be the grooviest Amiga or ST owner on the block!

* Not altogether true.

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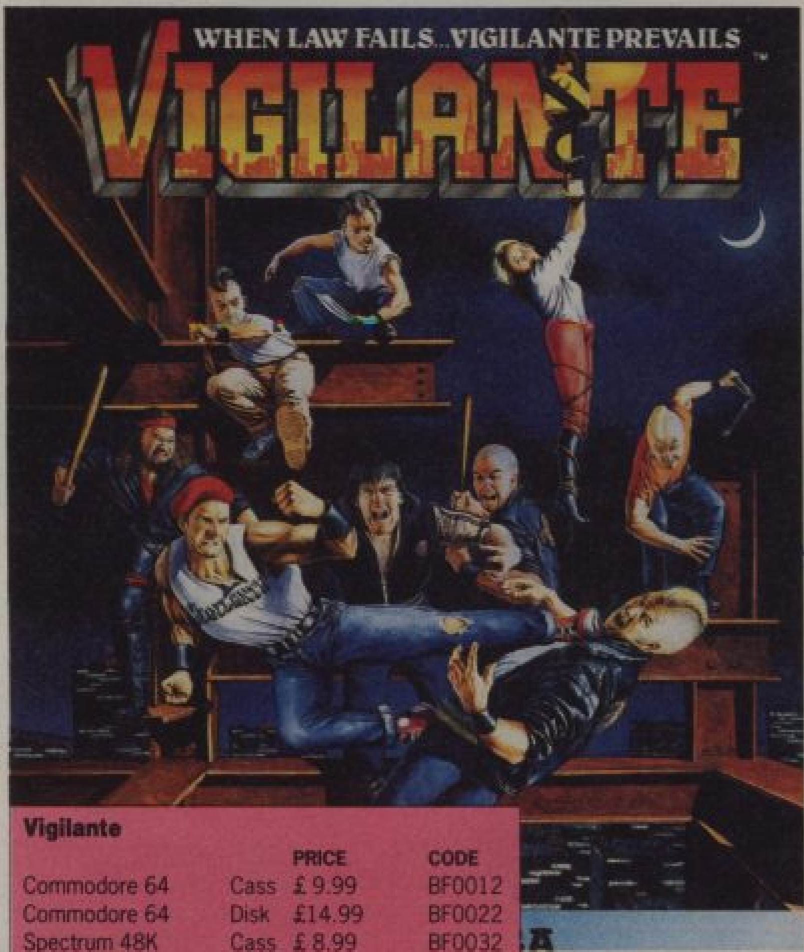
Vigilante
from U S Gold

1994 New York... the police dare not patrol the streets. The army cannot control the city and law and order no longer exists.

- 5 levels of play: Main Street, The junkyard, Brooklyn Bridge, Back Street and the Girders' construction scene.
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"Vigilante bears an astonishing resemblance to its arcade parent" **ST Format**

Crash 86%
C & V G 81%



Vigilante

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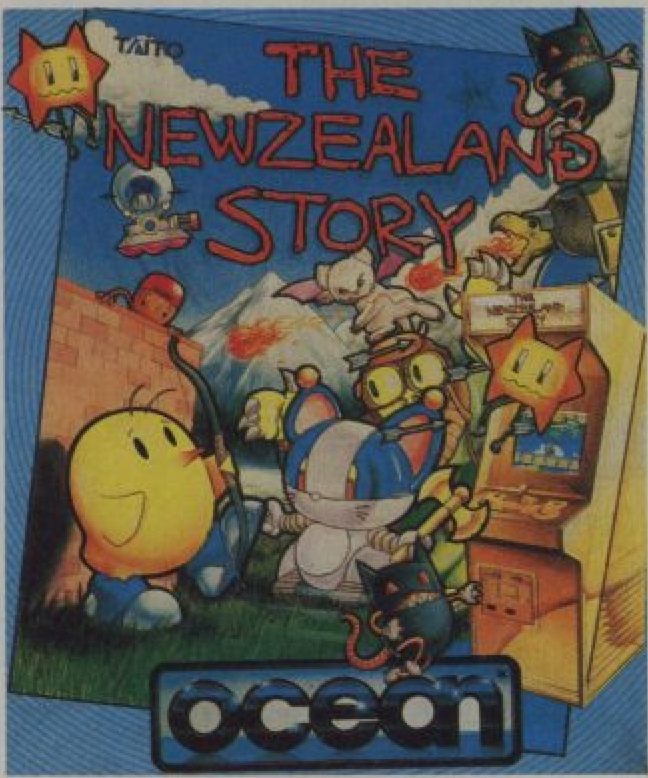
The New Zealand Story
from Ocean

Fun from down under that will have you standing on your head.

Wally Walrus has captured his tea - 20 of Joey Kiwi's friends from the New Zealand zoo, and if Joey doesn't rescue them all by tea-time they'll be stuffed, served and swallowed at Wally's table.

New Zealand Story is incredibly cute. This is an amazingly addictive game, and the difficulty tuning has been set just right.

Amiga Format 94%



New Zealand Story

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Spectrum 48K	Cass	£ 8.95	BF10SC2
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Commodore 64	Cass	£ 9.95	BF12CC2
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Amstrad CPC	Disk	£14.95	BF15AD2
Atari ST	Disk	£19.95	BF16ST2
Amiga	Disk	£24.95	BF17AM2



2

Indiana Jones The Last Crusade
from US Gold

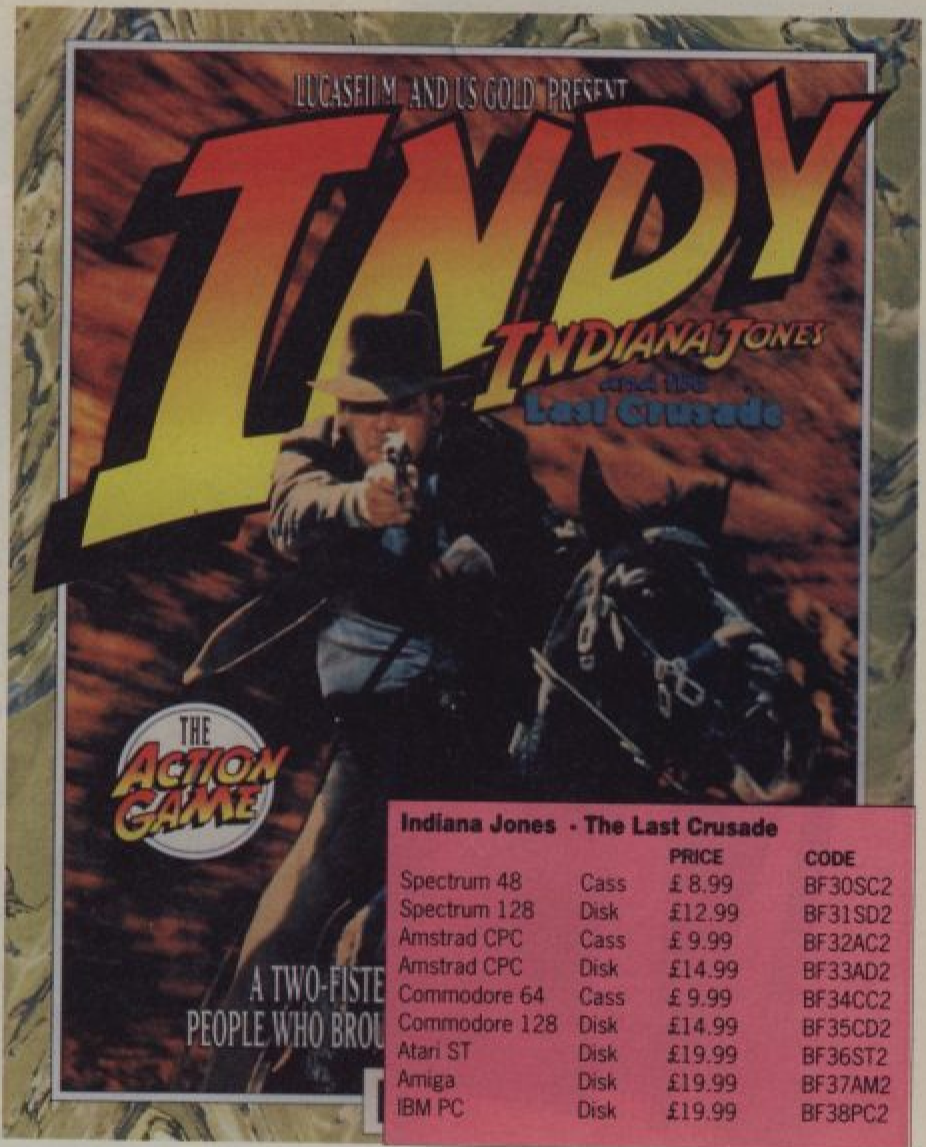
Relive the geatest action scenes from the greatest movie of all...

The game is played on four action packed levels and will become of the classic two fisted arecade games.
You have the opportunity to increase your overall score with every hazard dodged, valuable object found and enemy dispatched.

● A copy of the "Byzantine Crusader" which details the storyline and Hints & Tips is included with the software.

● An added feature of a Whip allows Indy to capture and hold on to all objects.

"The graphics are superb, this is one of the best US Gold games to date"
ST Format 90%



Indiana Jones - The Last Crusade

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Spectrum 48	Cass	£ 8.99	BF30SC2
Spectrum 128	Disk	£12.99	BF31SD2
Amstrad CPC	Cass	£ 9.99	BF32AC2
Amstrad CPC	Disk	£14.99	BF33AD2
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4

Robocop
from Ocean

Take on the role of an avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen and confront you.
Part man, part machine, all cop!
"The most playable and enjoyable licensed games to date."
New Computer Express

Robocop

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Amstrad CPC	Disk	£14.99	BF22AD2
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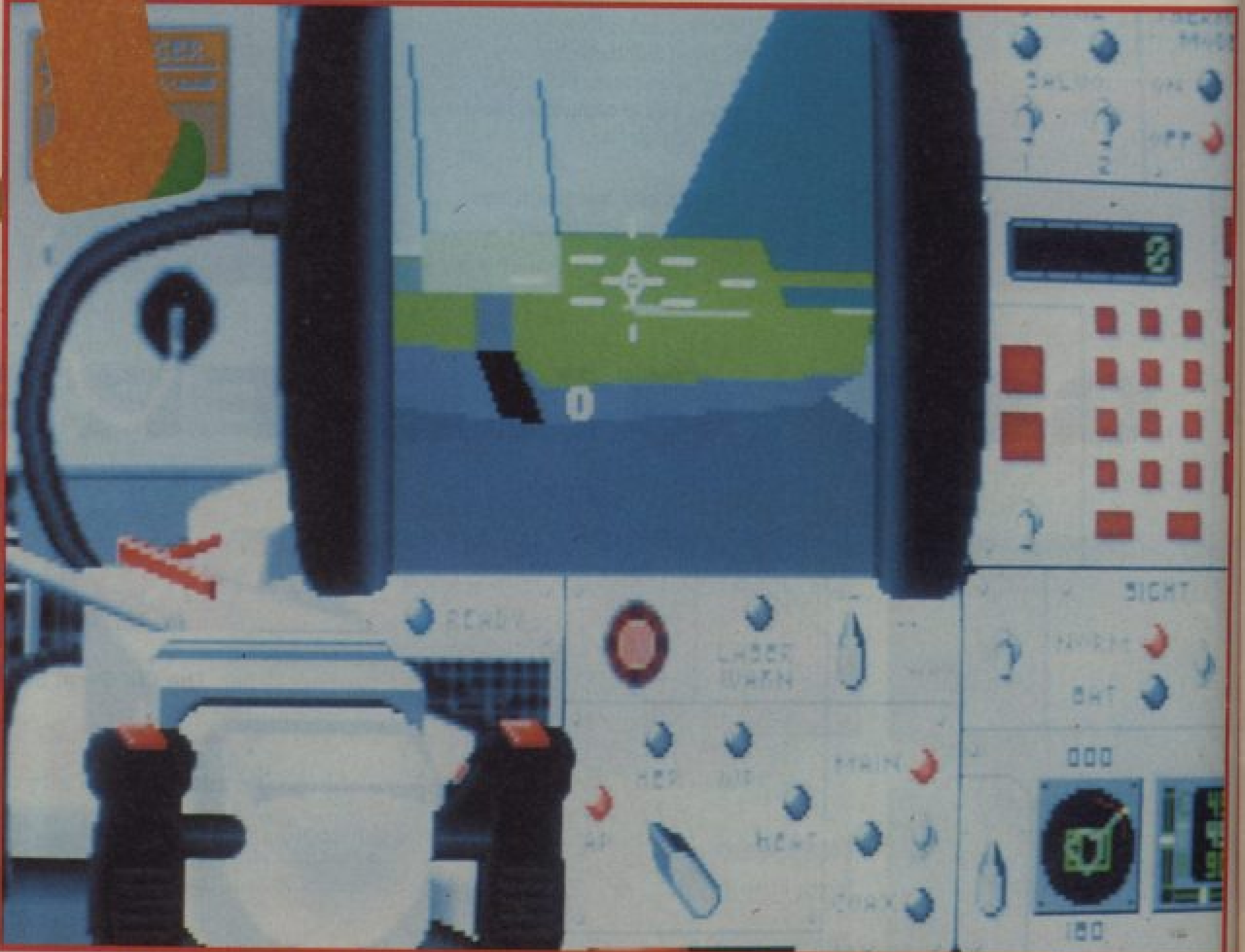
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CVG 11/89

M1 TAN

BY MICROPROSE

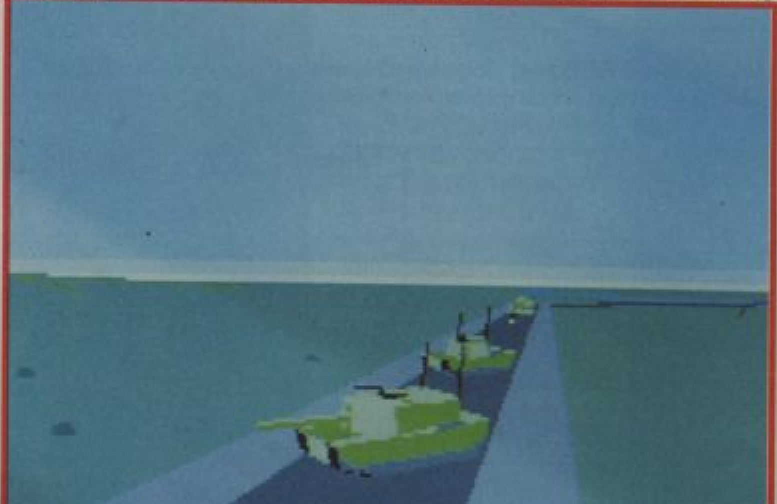


After putting you at the controls of every other bit of military hardware in the American armed forces, Microprose have finally applied their computer simulation technology to a tank, namely the US Army's M1 Abrams. Not surprisingly for a Microprose game, this Abrams is stationed somewhere along the Eastern front, waiting for the Red Army to rampage over the hill (exactly where, and against which part of the Red Army is decided by your choice of mission difficulty).

Unlike some of Microprose's other games, playing Tank isn't just a matter of whizzing about popping off cannon rounds at anything that trundles past. M1

▼ *The platoon forms a column on the road east.*

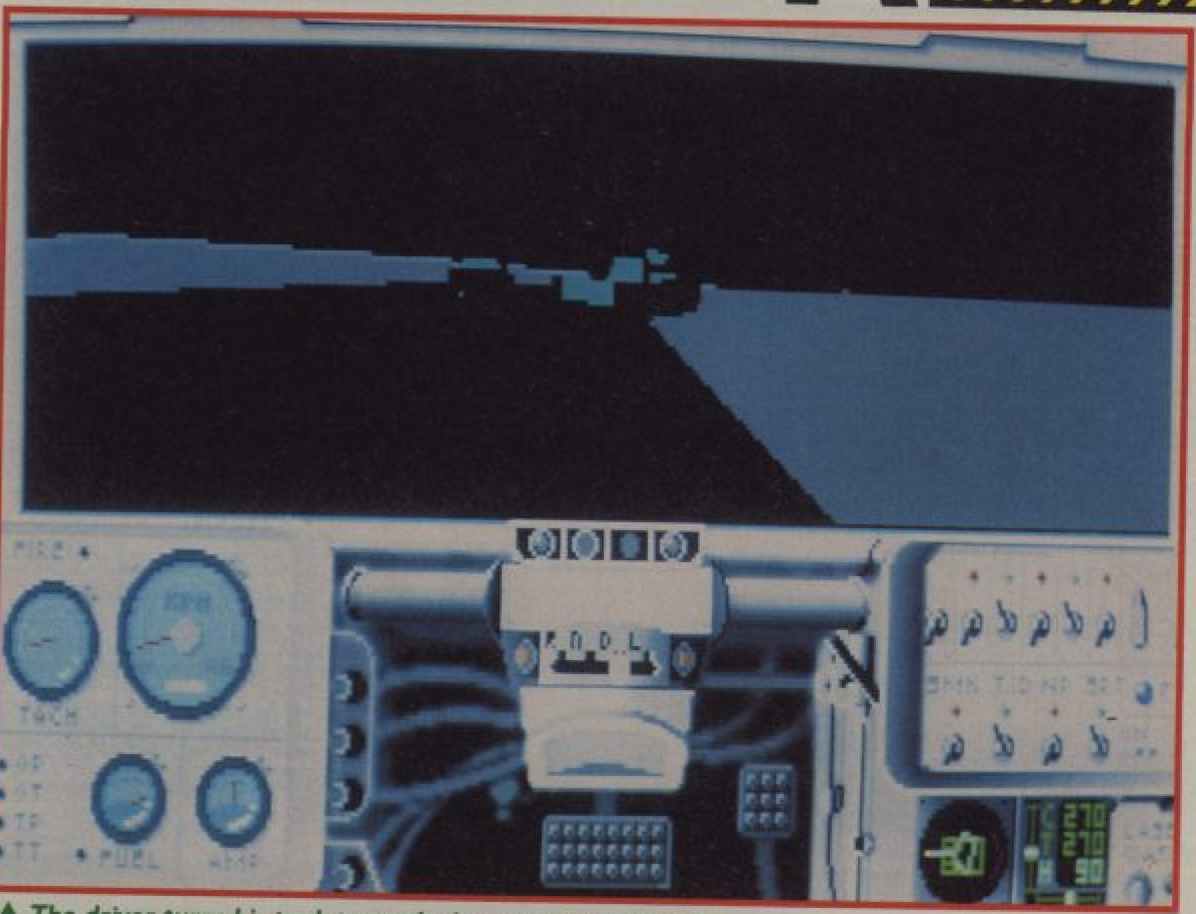
▲ *The gunner's view. Don't shoot him - he's on your side!*



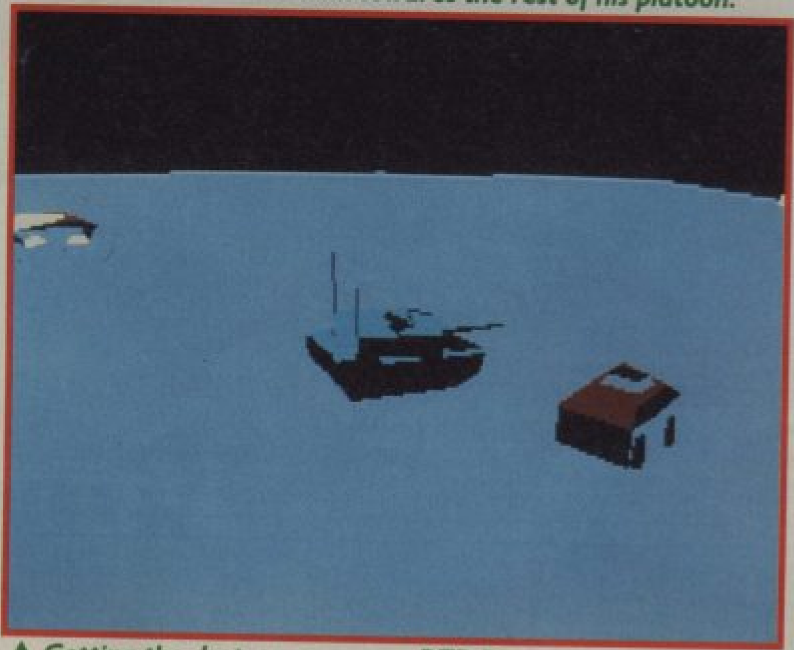
Tank Platoon is a much more thoughtful game than, say, F-15 Strike Eagle II, and consequently the gameplay is about 40% action to 60% strategy. For a start you command a platoon of four tanks, which have to interact with friendly gunnery, other tank platoons and reconnaissance helicopters. Each of the four tanks has a crew of four - a commander, a driver, a gunner and a loader, each of whom are rated to indicate their competence when under computer control. The guys start off with



C+VG HIT!



▲ The driver turns his tank towards the rest of his platoon.



▲ Getting the drop on an enemy BTR 70.

ratings like "inept" and "poor", but you can take over the position of say, an inept gunner at any time, viewing the action through his eyes.

When you do go down onto the battlefield like this you get a 3D filled vector graphics view of the landscape, which is rather cruder in definition than, say, Bomber, but on a VGA PC it's pretty as well as being functional. As I said, though, Tank is more tactics than action, so for the most part you direct your forces on an overhead map view.

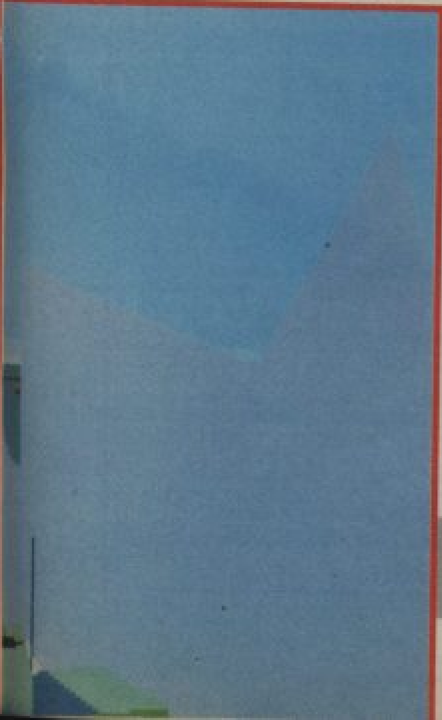
You issue orders to the platoon from your lead tank using a cursor to highlight objects. As commander you can get your boys to take up different formations, advance, back up, turn to face a certain landmark or vehicle, advance to a spot, engage (turn the turret) to different directions and fire at will (look out for enemy artillery and shoot it).

As far as weaponry goes, the tanks have laser rangefinding and night vision systems and armour-piercing, HEAT and coax shells to load into the main gun. If you take the commander's position, you can also stick your head out of the hatch and use a turret-mounted machine gun.

While you're playing Tank Platoon you get that same old Microprose feeling of really being there and it's obvious that the game is technically very competent. You have to admire the game because it's an excellent simulation, but be warned that it's a lot more complicated to play than any of their other simulations. Whereas most arcade game players could get on well with the likes of F-15 II just by roaring through the blue and letting rip with a couple of Sidewinders, Tank Platoon's emphasis on tactics, its mass of control keys (over 100!) and its constant flipping between tank crews and map screens requires intense concentration, even during the easier assignments.

I can't really fault M1 Tank Platoon as it's definitely Microprose's most comprehensive simulation yet, but strategy/simulation buffs are going to enjoy it a lot more than your average gamer.

PAUL GLANCEY



▼ Hiding behind a smoke screen.

UPDATE

Microprose's programmers are currently working on the ST and Amiga versions of F-19 Stealth Fighter, but as soon as they've finished, their next projects are conversions of M1 Tank Platoon. More news when we receive it.

PC	£39.95
GRAPHICS	87%
SOUND	56%
VALUE	80%
PLAYABILITY	84%

Technically Microprose's best yet, but the slower and more complicated tactical gameplay makes Tank Platoon less attractive to the casual gamer than the blam-zoom action of the flight sims.

OVERALL 87%

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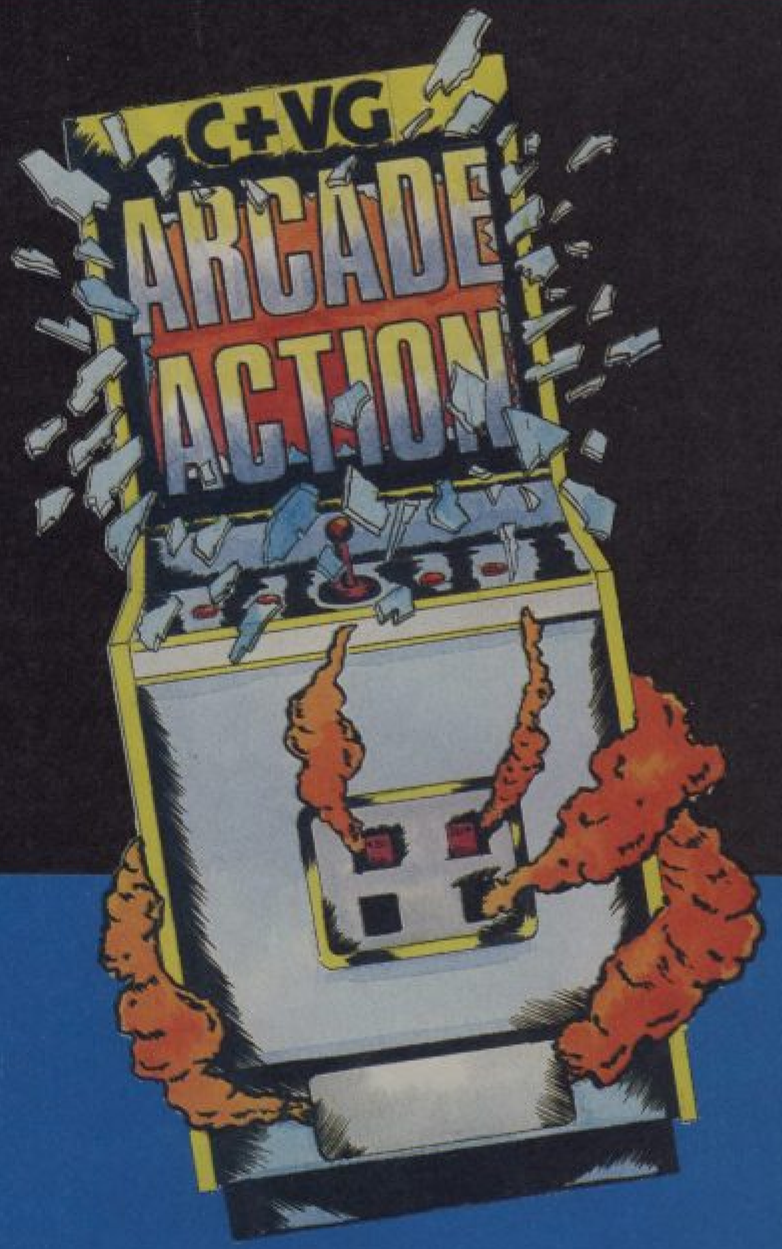
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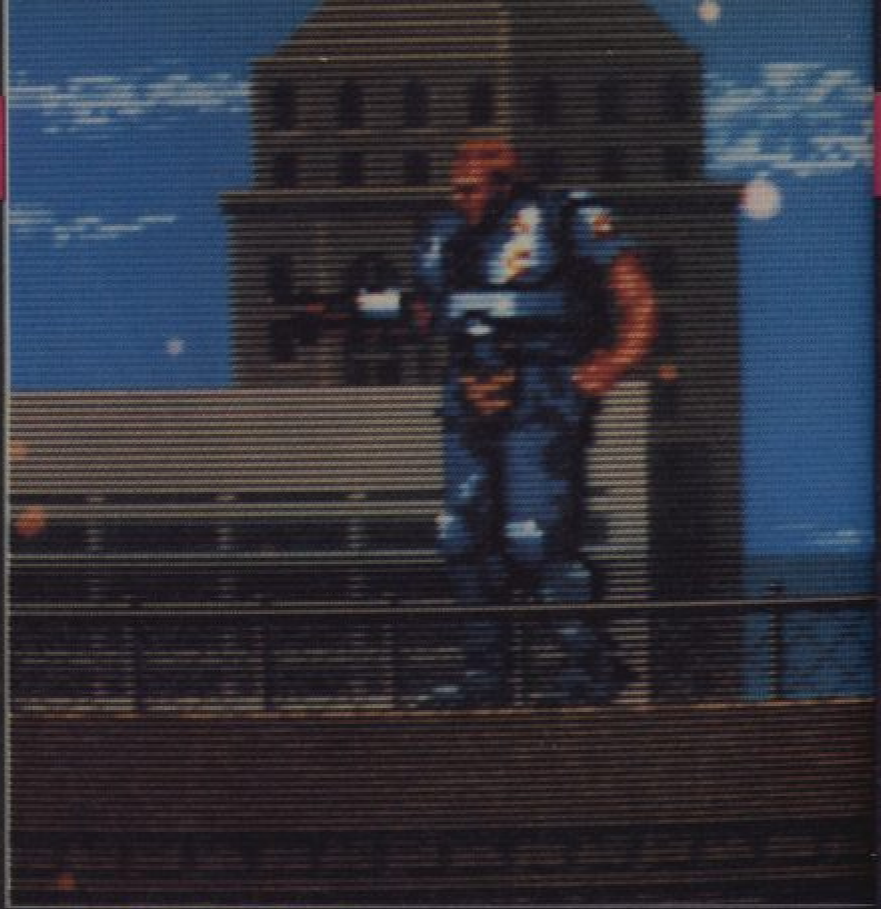
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27.	FALCON MISSION DISK 1 .... (Mirrorsoft)	£ 13.75	£ 13.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
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Quartz – an all-action, eight-way scrolling, graphical extravaganza blast-'em-up. Featuring some of the most lurid graphics this side of Andy Warhol's Pop Art, the action takes place in the lattice layers of a crystal, flying through a cloud of sub-atomic particles. Blast everything in your way and collect 'quarks' that are released by the destruction of particles. These can be used to upgrade your ships weapons when critical density is reached. With eleven different 'powerups' available to you, such as flame thrower and octogun, life is never dull. Quartz – fast action, vivid graphics and exciting gameplay. Another smash hit from Firebird.
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STREET SMART

Fighting games are still in! Last month we had Violence Fight - this month it's Street Smart.

One or two players can square up in this one-on-one combat game, which features a wide variety of wrestling and karate moves. The controls seem confusing at first, but with a bit of practice you can thump the hell out of the baddies.

The best tactic is to get close to your opponent and knock him about a bit, then go in for the kill with a drop kick, low punch or even a stranglehold.

As you progress through the game, the baddies get bigger and tougher, and you certainly have to fight for your life if you're going to defeat them.

Street Smart isn't quite as much fun as Violence Fight, but is still well worth playing.

GRAPHICS	84%
SOUND	81%
VALUE	79%
PLAYABILITY	81%
OVERALL	80%



FOUR TRAX

Imagine a twin-monitor game like Final Lap, but instead of seats to sit on, you've got a pair of Quad Motorcycles which vibrate and buck as you ride around the track.

This is dirt track racing, in which you can play either a solo game, or with another player and challenge a pair of computer riders.

Wait for a green light, then twist the throttle and you're away. Change into high gear and slide around the first bend - and get prepared for a bumpy ride as the motorbike between your legs starts to vibrate and move!

There are hills and plenty of rough ground to tackle (your bike goes bonkers here), and getting to the checkpoint before the time limit runs out is tough - and beating the computer riders tougher still.

Featuring big cartoon-style graphics and those wild 'n' wacky moving motorbike seats, Four Trax is an exciting and thrilling ride which is best appreciated when you're racing with a friend. Try it out if you're sick of car racing games.

GRAPHICS	85%
SOUND	79%
VALUE	86%
PLAYABILITY	87%
OVERALL	89%



CYBER POLICE

Sega's Cyber Police is a cross between Robocop and NARC, but doesn't quite have the flair of either.

Armed with a gun, you've got to fight your way along the horizontally scrolling backdrop, blasting the baddies and picking up the extra weapons before you confront the end-of-level guardian. He's a big and violent fellah, and requires a load of blasting before you can apprehend him.

Another two levels of similar action have to be endured before you become a fully-fledged member of the Cyber Police - you get a heavy metal suit and a cannon for your right arm, and can do some serious damage to the hordes of criminals. But watch you don't sustain too many hits, or the armour will wear away, leaving you very exposed!

The graphics and sound are standard fare, and although the action is fast and furious, Cyber Police is only worth playing if you're bored of Robocop and NARC.

GRAPHICS	73%
SOUND	78%
VALUE	71%
PLAYABILITY	76%
OVERALL	76%







OMEGA FIGHTER

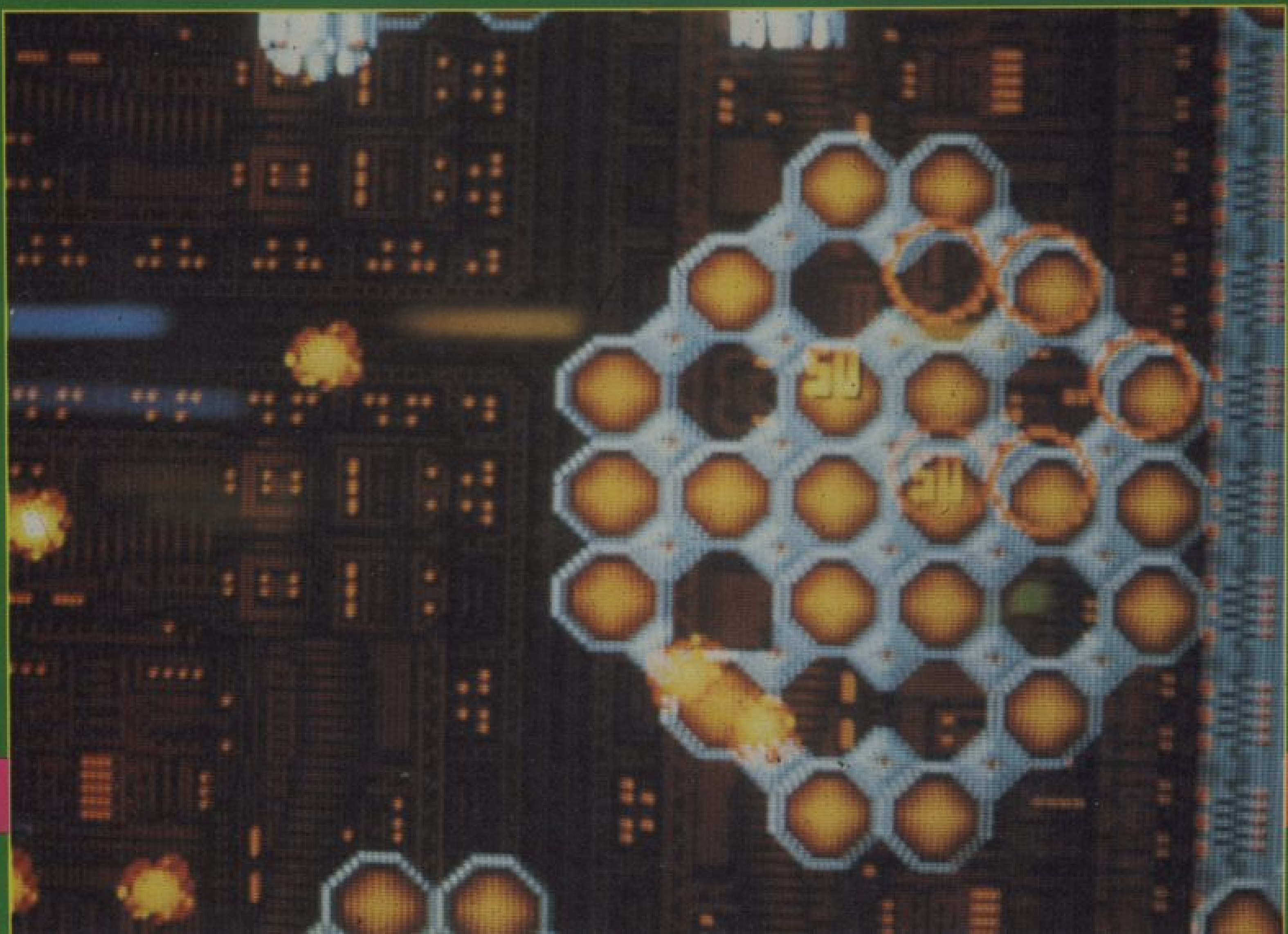
Here's another addition to the already saturated vertically scrolling shoot 'em up market.

A star station has been invaded, and it's your mission to fly out there and kick some alien butt. As you approach, waves of alien craft streak on from the top and sides of the playing area and dive bomb you kamikaze-style. Blast 'em, watch you don't get hit by fireballs, and get ready to take on another wave.

Successful blasting awards you with a power-up, and you certainly need them - things get very hairy very quickly.

Omega Fighter doesn't offer much that hasn't already been seen, but nevertheless it has that essential playability that'll please fans of this type of game.

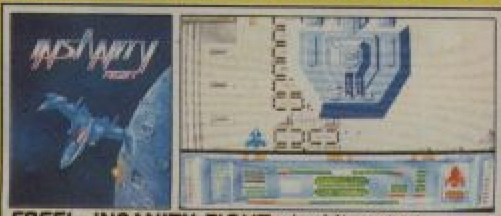
GRAPHICS	79%
SOUND	81%
VALUE	76%
PLAYABILITY	80%
OVERALL	79%



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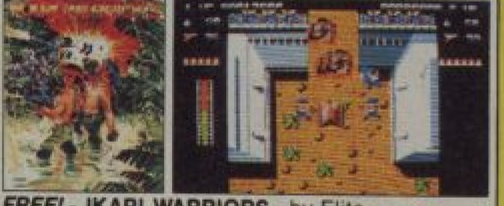
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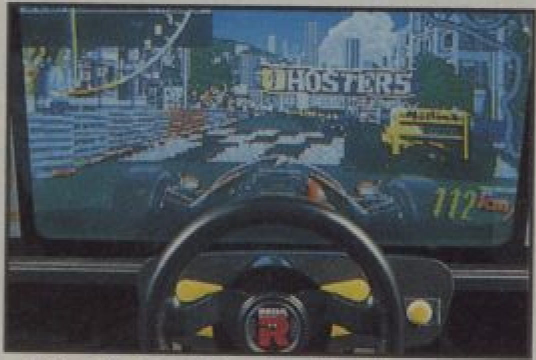
Do you already own a computer
If so, which one do you own? ....

COIN-OP

Las Vegas! A city of 750,000 people stuck in the middle of a desert, surrounded by mountains, sand, sand and more sand. Americans go there to gamble, C+VG flew out to visit one of the worlds largest video game exhibitions, the AMOA Show held at the Hilton Pavillion. John Cook has the story.

Every kind of amusement machine operator and manufacturer was there, from multi-national giants like Sega, to a one-man band who was trying to promote a video game you controlled... by standing on a wired-up surf board! Extra realism could be obtained by having a mate throw buckets of salt water over you during the proceedings. Interesting stuff or what?

But it's big business, this coin-operated stuff, y'know. How much get dumped in the coin slots of the USA every year? An estimated seven billion dollars or around 4.5 billion pounds, that's how much. Video games and pinball take up about $5.5 billion of that, which equates to about, say 15 billion goes, which equals about 60 games per year for every man, woman, wombat and child in America. Golly - no wonder some of the exhibitors looked so serious.



SEGA WHOPPA

Most serious of all about the coin op business has to be Sega and they had several acres of space on the show floor, mostly devoted to a new slant to Super Monaco Grand Prix. Didn't we say that SMGP was fab - and the only thing that could make it better was to link the machines together. Someone must have been listening, SMGP machines can now be linked together - up to 8 of them - and you race against each other! Wow maaaannn! C+VG hereby announce multi-player SMGP as the most wonderful group sensory experience since Crystal Palace last won at home.

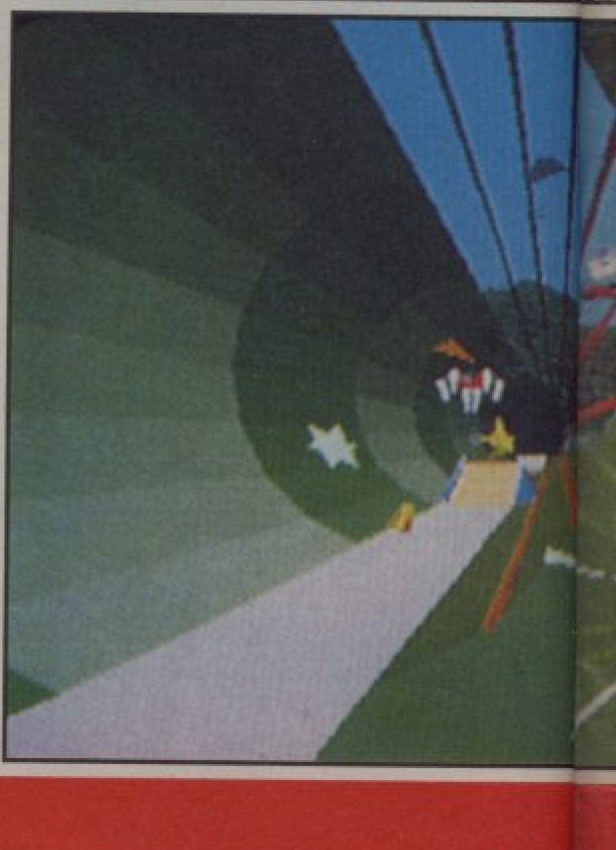
It's the same game essentially, of course, with you first qualifying for a position on the grid, then racing around the full Monaco circuit. But this time you have other human beings who, being other human beings, tend to pull nutter-like stunts such as standing on the brakes when you are right up behind them. Blam! You're written off, they go along their own sweet way, laughing hysterically. Ho hum!

Sega was also showing an utterly wonderful golf game based on the System 24 cabinet. Called World Masters Golf, this is certainly the best of the hundreds of golf games that seemed to litter the exhibition. Watch the home rights to this get positively eaten up! I've a feeling that Sega were saving something really special up for the show to be held in Tokyo in a couple of weeks - watch this space for more details.

Another Japanese manufacturer that was probably keeping something back was Capcom. With UN Squadron, the latest release on show, along with virtually every other CP System game, there was a bit of a lack of excitement. Boring, boring - specifically as UN Squadron is barely as stimulating and inviting as slipping into a five-year coma.







CITY

ATARI STUNNA

Atari Games were on home ground, however, and pulling out all the stops with a brand new 3D polygon game called STUN Runner. This one has you flying a Speeder along 3D tunnels, roller coasters and starscapes. Faster than any other 3D poly game around, it's a real treat to get you hands on. Expect a full review herein jolly soon.

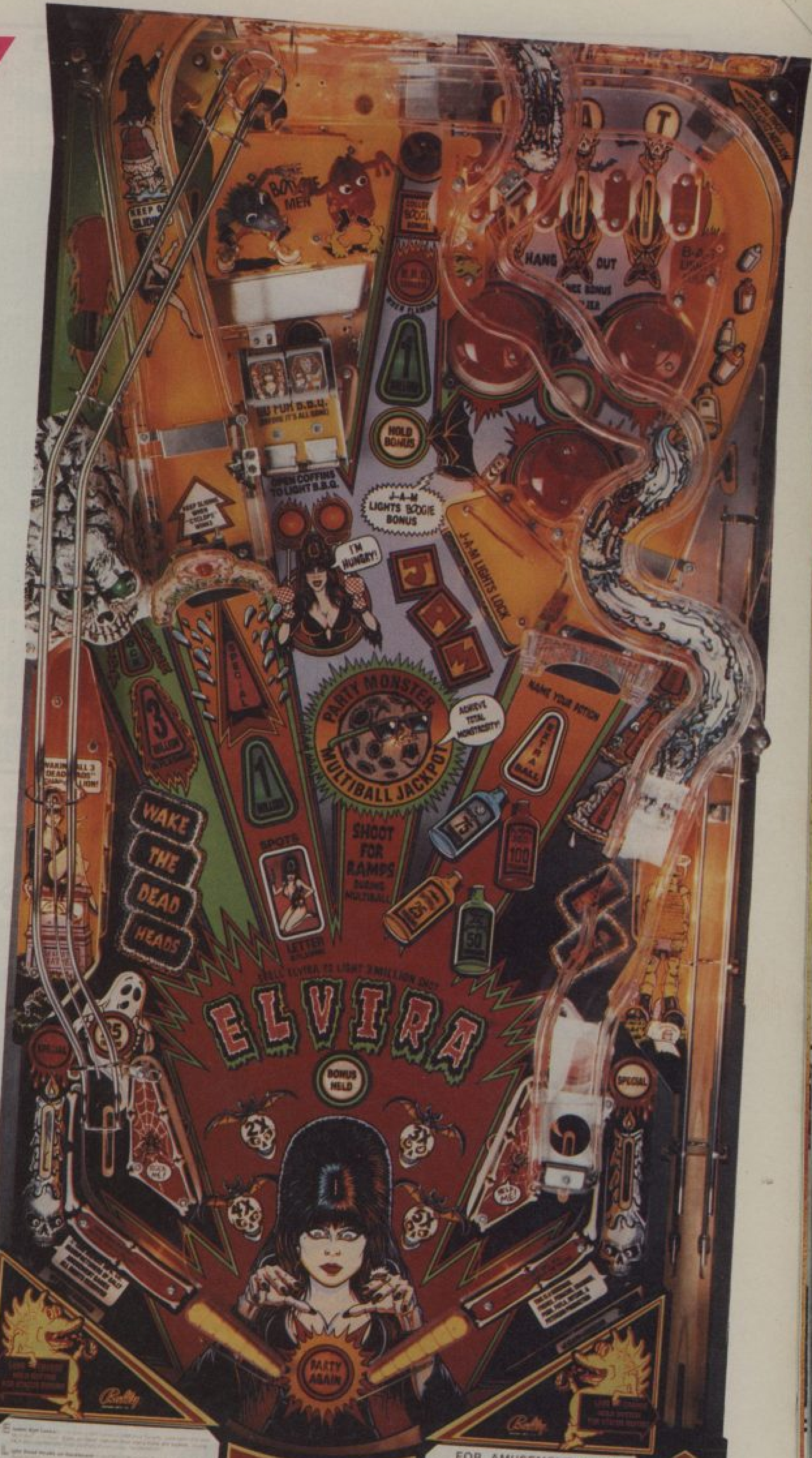
Lesser games on shows by them were Escape from the Planet of the Robot Monsters and a new version of Cyberball - 'cos the poor old American consumers found the first one a bit too complicated.

Namco were nicking a bit of the Atari stand showing off Four Trax (see the review this issue) with double units linked together. Fun game. There was what might be called a Tetris variant on show at the American Technos stand, called Block Out. Simply enough, it's a full 3D kind of Tetris game, with you looking down from the top of the cube and able to rotate the shapes in the x, y and z axies. Probably the most innovative game of the show, which unexpectedly had the hardened operators queuing up to play it.

Whatever has happened to Taito? Has it gone bonkers? A huge stand - but if the best thing that it had was Night Striker then maybe it ought to take up basket weaving or something. Certainly its new puzzle game, Plotting, can honestly be re-named as "The Pits". Still, a-behind-the-scenes natter with a Taito executive sug-







COIN-OP CITY

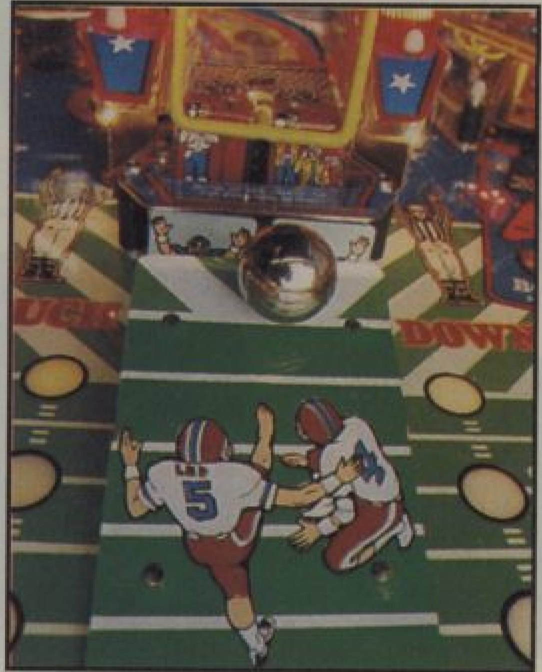
gested the better things are on the way. Like follow ups to certain amazingly successful driving games. Can't wait to play them.

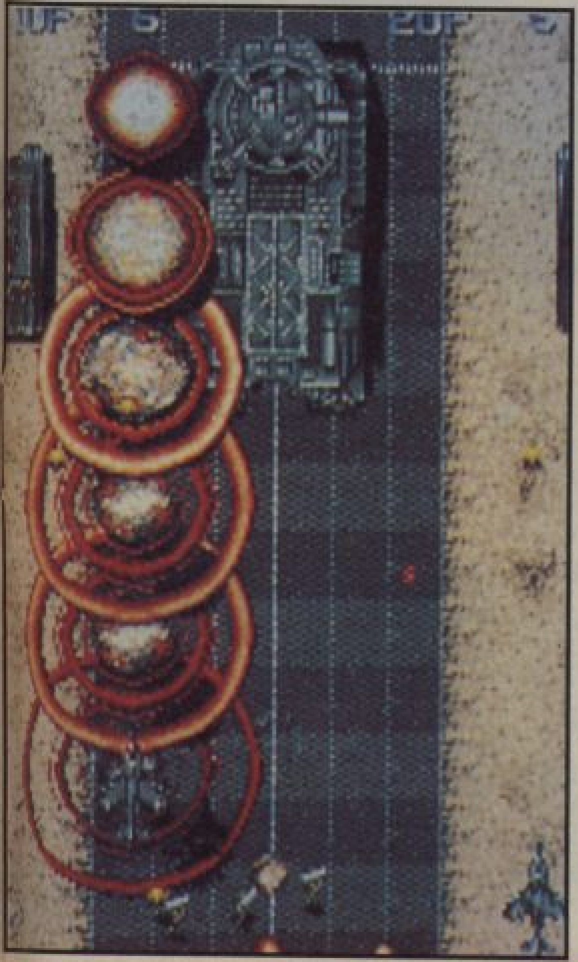
Jaleco has always been a bit of a low-key company - but have moved up this year with Big Run. A rally driving game - again you can link 'em up to each other - it looked fun, if a tad unoriginal.

X-TYPE

One of our favourite smaller companies is Irem. It's been producing a series of unspectacular but very playable PCB's, the last of which was Dragon Breed. Now there's an even better one called X-Multiply. OK, so it's horizontal scroller. A cruel type could even claim it was a Nemesis variant. But it's incredibly addictive and will have you whopping the dosh down the coin slot faster than the treasury can keep up. Other highlights? Data East had a newie called Midnight Resistance which looks like fun and in the "how the hell can they get that many sprites moving on a screen, even though they are a bit on the small side" dept, Task Force Harrier (produced by the same guys who did Omega Fighter) was jolly good. And Konami's SPY revealed a pleasant surprise - a section with a different perspective than the first few screens and better playability.



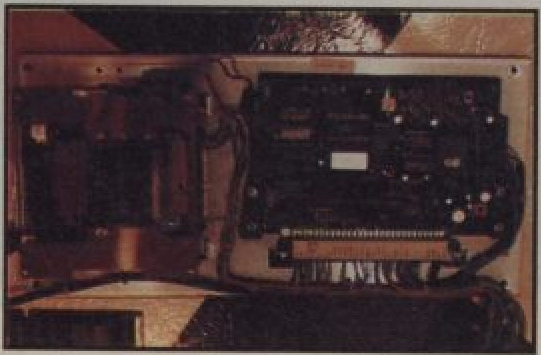




PC ENGINE COIN-OP

The big surprise stuff, though, was how the PC Engine has turned up inside a normal coin-op cabinet!

Change the game, all you have to do is slot in a new data cartridge - price $200, compared to $800 for a game board using normal technology and you've got an arcade machine. And PC Engine games don't half look good on 26" monitors.



PINBALL

Pinball is pretty thin on the ground in the UK, but it accounts for almost half of the coin op revenue in the States, and there were some great new games on show.

ABC Monday Night Football (the same as Match of the Day over here) was a great celebration of American Football and superlative table design. We can barely control the withdrawal symptoms until it comes over here.

Bone Busters from Gottlieb was a laff too, together with a new Williams table called Police Force, which is the first pin table to have a moving police car under the glass. Gosh.

My favourite had to be Elvira and the Party Monsters from Bally. Endorsed by the woman in black with the most improbable chest in the history of womankind, it's playable, challenging and fun. Go, go, go and try and play it at the first possible instance. And don't press both flipper buttons at once, OK?

Finally, there were a whole variety of improbable and silly stuff which proliferates in the USA. Electronic Darts? Basketball machines. Fake driving ranges. Kiddie rides galore. Luv 'em. The good, the bad, the ugly, the unusual, the lucrative, the boring, the unexpected - they were all there at AMOA 89 with one thing in common... the punters won't get a squeak out of them until they insert some currency. Vids. What would we do without them?



Nintendo

The World's Number One Game System.

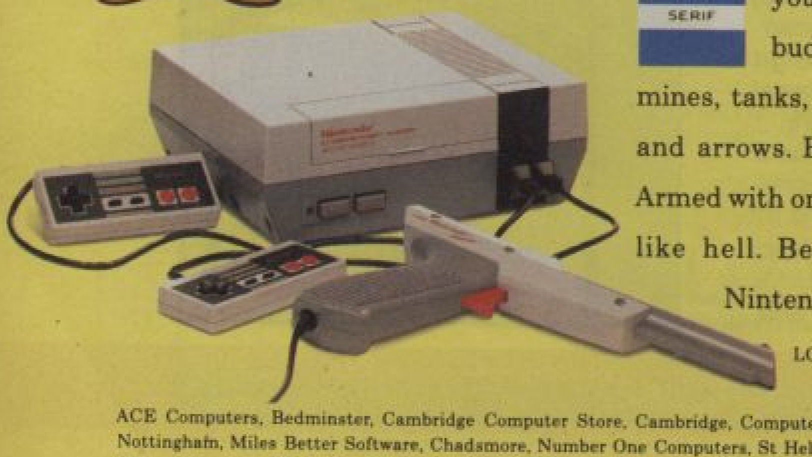




WHEN YOU'VE BEEN TO HELL AND BACK YOU'VE PLAYED IKARI WARRIORS.

SERIF

Crash landing in deep jungle is bad. Losing your comrades is worse. Now you and your buddy have to face the enemy. There are mines, tanks, bazookas, flame throwers, helicopters and arrows. But you haven't got them, they have. Armed with only a gun and grenades you have to fight like hell. Because that's where you'll be with Nintendo's Ikari Warriors.





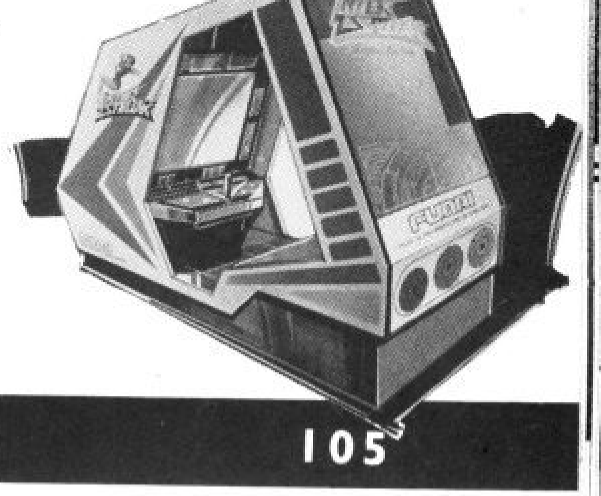
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Got some record scores on your favourite coin-ops? Why not send them to: ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If you've got any hot tips, send them in too - there are prizes of T-shirts and software for the senders of the best tips - so get writing. Send your stuff to ARCADE TIPS at the above address - and don't forget to say which computer you own.

1942
12,110,830 Colin McWhirter (CMC), Ballymena, N Ireland
AFTERBURNER
24,555,000 John Bristow, Erith, Kent
ALIEN SYNDROME
843,010 Colin McWhirter, Ballymena, N Ireland
ALTERED BEAST
4,000,000 Symon Brown, London
ARKANOID
1,478,760 Stewart Bell, Macclesfield, Cheshire
ATOMIC ROBOKID
14,101,430 Symon Brown, London
BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk
BLASTEROIDS
2,539,740 EGG, Portsmouth
BOMBJACK
43,634,590 Chris Ford, Lancing
CABAL
4,225,000 John Bristow, Erith, Kent
CHASE HQ
17,285,000 John Bristow, Erith, Kent
CHELNOV
101,570 Alex Ware (AJW), Shenfield
CRIMEFIGHTERS
225 Jermaine Allen, London
DARIUS
4,293,600 Keith Bradley, Blackburn, Lancs
DOUBLE DRAGON
999,999 Colin McWhirter, Ballymena, N Ireland
DOUBLE DRAGON II
885,000 John Bristow, Erith, Kent
DRAGON BREED
957,620 Symon Brown, London
DRAGON SPIRIT
985,950 Jamie Morse (JIM), Weston-Super-Mare
DYNASTY WARS
864,100 Peter Amor, Clevedon, Avon
FINAL BLOW
926,910 Ben Ware, Shenfield
FINAL ROUND
11,945,600 Tim Walker, Brighton
FLYING SHARK
2,310,100 Gavin Davis (PFJ), Swansea
FORGOTTEN WORLDS
6,927,600 Gary Harrod (GJH), Portsmouth
GALAGA 88
1,678,070 Chris Ford (CAF), Lancing, W Sussex
GALAXY FORCE
2,075,980 Alex Ware, Shenfield
GANG WARS
79,950 Anthony Shilson (BUZ), Tiptree, Essex
GHOSTS 'N' GOBLINS
7,554,700 Simon Lennok, N Ireland
GHOULS 'N' GHOSTS
74,180 Alex Ware, Shenfield
GOLDEN AXE
237.0 TOD, Ballymena
HANG-ON
49,658,320 Martin Deem (MJD), Portsmouth
HAUNTED CASTLE
368,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), Southend
HOT CHASE
270,540 Alex Ware (AKW), Shenfield
IKARI WARRIORS
1,353,300 Martin Deem, Portsmouth
KING OF BOXER
487,000 Michael Pearson (MP), Staiths, Cleveland
LEGEND HERO TONMA
209,890 Chris Ford, Lancing
MARBLE MADNESS
208,340 Martin Deem, Portsmouth
MAIN EVENT
5,486,800 Tim Walker, Brighton
NARC
3,360,050 Robin Levy (RJL), Exeter
NEMESIS
1,376,400 Mario Kyriacou, Canterbury, Kent
NINJA WARRIORS
238,100 TOD, Ballymena, Antrim
OPERATION THUNDERBOLT
320,840 Daniel Moore, Bluntisham, Cambs
OPERATION WOLF
1,061,100 Neil Kelly, Isleworth, Middlesex
ORDYNE
471,840 Alex Ware, Shenfield
OUTRUN
56,024,110 Peter Amor, Clevedon, Avon
OUTRUN TURBO
22,690,020 Anthony Shilson (BUZ), Tiptree, Essex
P-47
1,675,890 Chris Ford, Lancing, W Sussex
POW
233,720 Colin McWhirter, Ballymena, N Ireland
POWER DRIFT
5,798,625 Morris Wilson (BMW), London
PREHISTORIC ISLE
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430,500 Michael Pearson (MP), Staiths, Cleveland
ROADBLASTERS
1,560,000 Stu, Melton Mowbray, Leics
ROBOCOP
4,931,400 Tim Walker, Brighton
ROCK 'N' RAGE
9,999,990 J Stevens, Cranfield, Beds
SAINT DRAGON
940,370 Colin McWhirter, Ballymena, N Ireland
SECRET AGENT
555,100 Michael Birch, Deeside, Clwyd ' **SHADOW WARRIORS**
203,900 Gary Harrod, Poole, Dorset
SHAO-LIN'S ROAD
11,834,000 Firoz Rawat, Manchester
SHINOBI
504,590 Jeff Purnell (JEF), Clevedon, Avon
SIDE ARMS
1,837,800 Jeff Purnell (JEF), Clevedon, Avon
SILKWORM
2,449,400 Robin Forsberg, Soderhamn, Sweden
SKY SOLDIERS
2,379,760 Gary Harrod (GJH), Portsmouth
SPLATTERHOUSE
408,000 Adrian Smart (AA), Hereford
STRIDER
312,480 James Clarke, Didsbury, Manchester
SUPER CONTRA
12,858,900 Gavin Davis, Swansea
SUPER HANG-ON
BEG: 29,874,670 Martin Deem, Portsmouth
JUN: 38,911,000 Martin Deem, Portsmouth
SEN: 51,000,000 Martin Deem, Portsmouth
EXP: 24,090,220 Martin Deem, Portsmouth
SUPERMAN
5,264,700 Gary Harrod, Poole, Dorset
TERRA FORCE
857,700 Shaun Osbourne (SFO), Ashford
TETRIS
179,938 Jeff Purnell (JEF), Clevedon, Avon
TIGER ROAD
1,740,000 Firoz Rawat, Manchester
THUNDERCROSS
8,004,720 Craig Ross, Falkirk, Stirlingshire
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13,213,330 Martin Deem, Portsmouth
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TWIN COBRA
2,221,680 Martin Deem, Portsmouth
VINDICATORS
891,400 Jamie Morse (JIM), Weston-Super-Mare
VIOLENCE FIGHT
219,200 Jamie Morse (JIM), Weston-Super-Mare
VULCAN VENTURE
945,650 Colin McWhiter, Ballymena, N Ireland
WARDNER
12,025,275 Paul Stokes (PJ), Aberdare
WONDERBOY III
221,631 Jamie Morse (JIM), Weston-Super-Mare
WILLOW
1,357,750 Jeff Purnell (JEF), Clevedon, Avon
WINNING RUN
2:08:00" Julian Rignall, Southend



STAND OUT FROM THE CROWD



ISSUE 26 · NOVEMBER 1989 · £1.50

ACE

MAGAZINE OF THE YEAR

■ ST ■ AMIGA ■ C64 ■ CPC ■ SPECTRUM ■ PC ■ NINTENDO ■ SEGA ■

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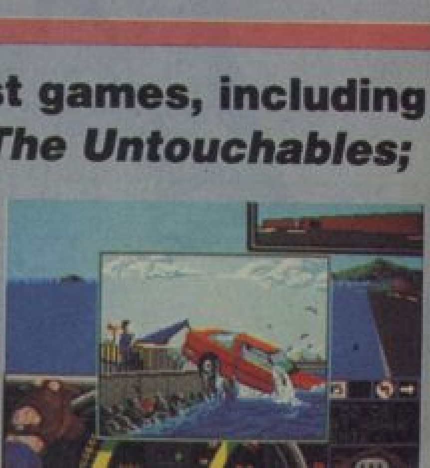
The secret's out! See page 27...

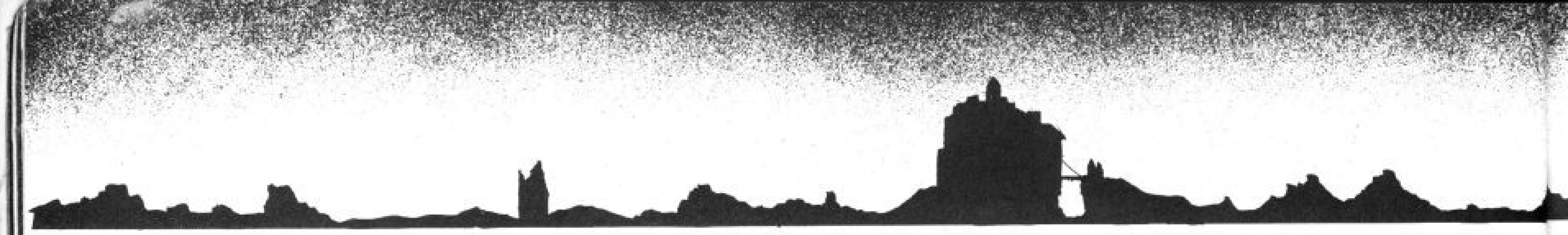


RED hot TAPE

US technology is transforming the humble video tape recorder into a ...teractive games system. Find out more on page 35...

...us...the latest games, including ...tte and *The Untouchables*; *David Braben* on *Elite 2*; and a *maniac's guide to 16-bit racing sims*







Okay adventure freaks! Here's the column for you. Keith Campbell has loads of adventurey stuff - read on and see...

AD



SIERRA FEAST

There's a feast in store for Sierra fans in the next few months! New adventures currently scheduled for release between now and April include Manhunter - San Francisco, Leisure Suit Larry 3, Hero's Quest, Conquest Of Camelot, Ice Man, and The Colonel's Bequest. Of the three formats to be released in the UK - IBM, ST, and Amiga - only the IBM and ST versions are all scheduled for this side of April. Amiga owners are likely to see only outstanding versions of titles already out on ST and IBM, plus Manhunter.

"I am mad on Sierra adventure games," writes Andrew Webber of Orpington, so this news should please him. The only trouble is, Andrew has an Apple IIGS, for which he has acquired all current titles available for that machine direct from the USA. Does anyone know of a reliable source of Apple versions of Sierra games in the UK?

Another Sierra fan is Jurgen Dujardin who lives in Belgium. He would like a pen-friend to correspond with about the games, so if 3D adventures are your thing, why not drop him a line at: Graaf de Smet de Naeyerlaan 23, 8500 Kortryk, Belgium.

Talking of pen-friends, some months ago I put William Hern and Adrian Duffy in touch with each other, to talk about a game called Universe II. They swapped information on the game, and on its predecessor Universe I. Now William, after two and a half years of playing Universe II, has finally completed it, and the ending promises a sequel! "Omnitrend are still around, but I do not know whether they have yet written Universe III," writes William. But II was so good that William adds: "If they have I MUST BUY A COPY!"

Dream Zone, reviewed some months ago on the Amiga, is now available on the ST. But Dominick Hardy of Barmouth, is having trouble getting the receipt for the corpse of the man he shot in the DTI building. It seems the dying man doesn't mention it, as he did on the Amiga, and Dominick can get out of the building without it. Are the two versions different, or is Dominick, perhaps, shooting the wrong man?

Who can help Finn Rosenlov of Espergaerde in Denmark? He can't get past a giant snake in Arazok's tomb, and he has a number of prob-

VENTURE



lems in King's Quest I. How can he become small enough to enter the elf's house? What should he do with the bird and the golden egg? How can he get hold of a mushroom?

Sitting in the Seat Of Power is quite an achievement in Worm In Paradise, but John McCann of Wakefield is unable to survive the experience. And to complete the game, that is exactly what he must do! But, cunning as ever, Level 9's hint sheet seems to be one hint too short...

If you found yourself in a cell in the company of a venomite statue, what would you do? That is one of the questions asked by Venom player Richard Jamieson of Banffshire. Richard would also like to know how to open the door behind the tapestry in the council room, and what use is food, the arrowhead, the cowl, and the tong?

And finally, news of two new adventure magazines. First, SynTax, a disk magazine for ST owners. Edited by Sue Medley and John Barnsley, SynTax is published bimonthly. Pages are accessed by mouse-driven menu, revealing reviews, hints and tips, solutions, and even screen shots from commercial games. Price is 3.50 (UK and Europe) or 5.25 (outside mainland Europe) from Sue Medley at 9 Warwick Road, Sidcup, Kent DA14 6LJ.

Adventure Coder is a new conventional fanzine printed in half-A4 size, devoted to those whose interests lie in writing adventure games. A review of GAC+, technical tips for using the PAW, machine coding (Z80) and adventure, and miscellaneous articles go to make up the first issue. Edited by Christopher Hester, Coder is available per issue/annually at 1/12 (UK), 1.75/21 (Europe, Eire, and rest of world surface), and 2.25/27 (rest of world airmail), from C Hester, 3 West Lane, Basildon, near Shipley, West Yorkshire BD17 5HD.

MONEY BACK FROM ACL?

If you are one of those unlucky adventurers who lost money by the sudden and still unexplained closure of the Adventurer's Club Ltd, do not despair! One of the keenest (ex) members, Allan Phillips, is planning to help all (ex) members get back what is owed them. To do this Allan needs to hear from as many people affected as possible.

I have undertaken to pass on to Allan the details of all such C+VG and CU readers. So if you are out of pocket since Henry Mueller did a runner, send me your name and address (and telephone number if you have one), your ACL membership number, date of last subscription renewal and amount paid, and details of any payment made for mail order software that you have not received. Make sure that these are written on a separate sheet of paper from any other things you may be writing to the Helpline. Allan will collate all the information, and later in the year, seek redress through the courts. I'll be keeping you informed of progress!

ROLE CALL

Patrick Halm of Gouda, Netherlands, has gone quite a long way in Pool Of Radiance, and now has to destroy the kobold colony. Trouble is, he can't find it! Nor can he find the vampire in the graveyard. Can anyone help?

The Bard's Tales continue to both entertain and frustrate. Lars Wegmann, of Slagelse in Denmark, is languishing in the ice keep of Gelidia, in Bard's Tale III. Can anyone tell him what to do? There were numerous questions this month on the subject of Bard's Tale I, and some of the answers are provided in the A-Z clues section. Maps and a complete solution were also requested. Although I aim to answer each letter personally with as much help as I can give, I am unable to send out complete solutions or maps; nor will I provide details that are included in the packaging. This applies to all games, adventure and RPG.

HOME GROWN

Three adventures on one disk are offered for the Atari ST by River Software.

The Domes Of Sha concerns the sole tribe remaining on the planet Olaxas following a great war many years ago. They live in the Sha valley, the only fertile area left on the planet. Although they know their planet is dying, they are gripped with a dread fear of leaving, and their Elders await a leader to show the way. Then you come along, complete with your pet mugrat, Grunt.

A fairly routine adventure, this, with a collection of some rather nondescript locations.

The Hammer Of Grimmold is the second adventure in this package, in which Grimmold, King of the Dwarves, charges you with recovering the Hammer, symbol of health and virility. It seems it has been stolen by evil magician Valk, and secreted in his impregnable citadel.

Despite the lack of originality in its intro, this is an interesting game to play, with a few nice clues given in the text, and some neat puzzles. It will take a while, though, to forgive the only safe command to use to leave the inn. You must type OUT - any other wording gets you killed, an entirely unnecessary and illogical piece of nonsense!

Finally, Mutant is set on a south sea isle, some twenty years after the bomb has been tested. There have been reports of a strange creature in the mountains. His hideous cries have been heard, but he has never been seen. You are there to track him down. Unfortunately this adventure

CLUES

A

did not perform too well right from the start, when I tried to connect the battery of an abandoned Land Rover. The first time around the spark burnt a map. Trying again, I tried to locate the map first, without success. Next time around, an oily rag I was holding caught fire and burned gently, but was not in my inventory, nor could I do a thing with it. In fact, it later turned out that the oily rag was in the Land Rover itself.

In their STAC conversion from the Spectrum, advantage has not been taken to enhance these adventures on 16 bit - which is a pity. But still, it's not a bad buy for three games at 9.50, available from: River Software, 44 Hyde Place, Aylesham, near Canterbury, Kent CT3 3AL, priced 3.50

A - Z CLUES

JOURNEY

(With thanks to Paul Hardy of Sheffield.)

FIRST JUNCTION: Send Minar to scout, and then take the right hand path.
FOREST FIRE: If Praxix has enough Water Essence for five or six spells, he should cast Rain to extinguish the fire.
GOLD: Keep looking in the river. When Tag is in danger of being swept away by the flood, Praxix should cast Elevation on him.
HERMIT: Someone should look around on entering his hut, then you should tell the truth.
HORROR IN TUNNELS: Praxix should cast Tremor Spell when alone.
IDENTICAL CHAMBERS: If stuck here in the Dwarve's Dungeon, Praxix should cast Flare, go up, and cast Elevation at Hurth.
MAP: Buy it in Webba's, and then try to sell it back to him. Cast the Glow Spell when you are able, and then examine it when you are over the river.
MINAR: Enrol his help in the tavern. He will be invaluable when he scouts the local countryside.
NIGHTFANG: When one of the party is injured, all characters except Tag should return immediately. Tag should go along the Stream Path.
NYMPHS' AMULET: Go to the Smelly Pool and take the torch, then go to the Treasury and take the amulet. Proceed and drop it in the pool. Then go back to the Smelly Pool, dive in, and get it.
ORCS IN CAVERN: Before you attack them, Praxix should cast his Mud Spell on them, and Hurth should go to attack their flank.
ORCS IN TUNNEL: Praxix should first cast the Tremor Spell. When they come towards him, he should cast Elevation on himself.
RIVER AND WATERFALL: Build raft as high upstream as you can, and then keep crossing the river to survive the waterfall.
STAFF: Cast the Glow Spell on it so you may travel in dark places.
WOMAN BY RIVER: Tag should stay hidden and then approach. He should examine the woman, approach, speak to her, speak to elf, speak Elvish, TAG-LA, BRAN-AGRITH.

Z



BARD'S TALE I

(With thanks to Alfredo Prochet of Turin.)
DAYBLADE: Makes light when used in dark dungeons.
PUREBLADE: Very strong, but can be used only by warriors.
ROGUE: Main usefulness is his ability to hide in the shadows.
SEWERS: To enter, order and drink some wine in the only inn that sells it, and look around in the cellar.
TOWERS: Place an eye in the Mad God to enter the first tower. Open the gate in the sewers with the master key found in the first tower, to enter the second tower.

CLUES OF THE MONTH

DEJA VU II: Gamble with Rudy Kowalski after showing him the clipping. Cash in and go when Rudy leaves the table.
GOLD RUSH: Look between the boards in the house on the park. Buy vegetables and citrus fruit to take on the journey, and watch out for mosquitoes in Panama!
INGRID'S BACK: Flood Soggybottom field when the steamroller is there, to distract the crew. When they have left, put a loaf of bread down the chimney.
KING'S QUEST IV: You must visit the whale before you can get the bridle!
SPACE QUEST III: To escape the garbage freighter, you need a motivator and reactor to power the wrecked craft. If you're missing the reactor after a punch up, the rats have re-possessed it!
WOLFMAN: Water the weed and retire to let nature work...

WANTED

BY SEGA
NB: LIGHT PHASER REQUIRED

Hooo-weee. There's trouble in them thar hills. Some good-fer-nuthin' low-down skunks have been a-stirrin' up trouble and a-whoopin' it up in downtown Tombstone, terrifying the population and a-stealin' and a-pillagin'.

The low-down tin-horn sheriff has turned chicken and run away, and you're the town's only hope. Anyway, there's a reward if you succeed in ridding the town of the evil critturs. So shove your Light Phaser into your holster and get ready to ride into town...

At first the town seems empty, but villains are soon leaning out of windows, popping up from behind barrels and out of doorways with their guns brandished. Even worse than this, some of them just idle along the street looking innocent, and then suddenly pull a gun on you!

Fortunately your Light Phaser has an unlimited supply of light lead, and you can go in with your gun blazing. And you certainly have to, because there's a whole army of baddies, and their shots drain your energy meter alarmingly if they're not dealt with swiftly.

And if that isn't enough, there are also innocent bystanders to watch out for - blasting those results in more energy reduction. You've got your work cut out for sure.

If you survive the first level stroll through town, you meet a gang chief in a showdown. Fill him full of lead before he does for you.

After that it's a horse ride through the desert, with baddies riding past. Blast 'em or you're dead.

The action continues in a similar vein, with levels getting tougher and tougher. You've certainly got to be quick on the draw if you're going to survive.

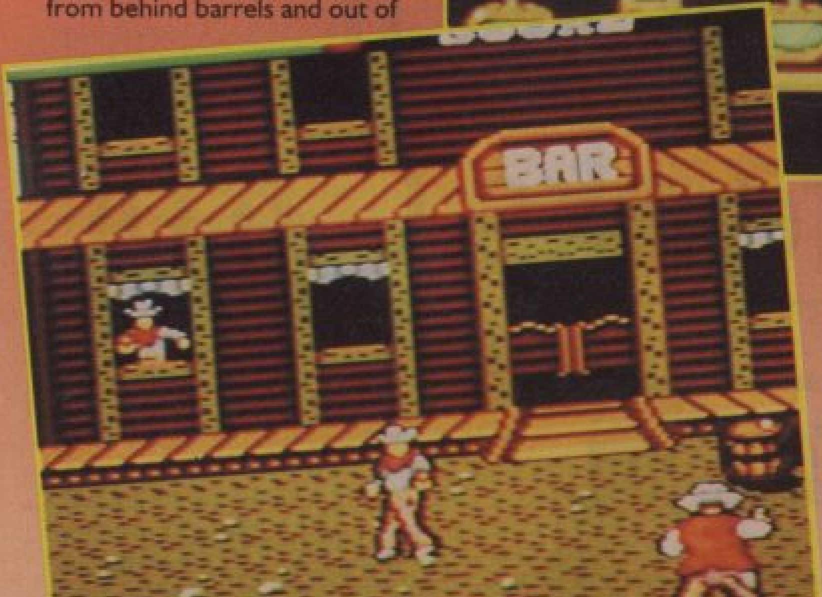
If you're a Light Phaser owner, Wanted is highly recommended - it's an enjoyable game, and is challenging enough to keep you playing for weeks. But I wouldn't go out and buy a Light Phaser just for it.

JULIAN RIGNALL



▼ *The shooting gallery.*





▲ *Go fer yer iron!*

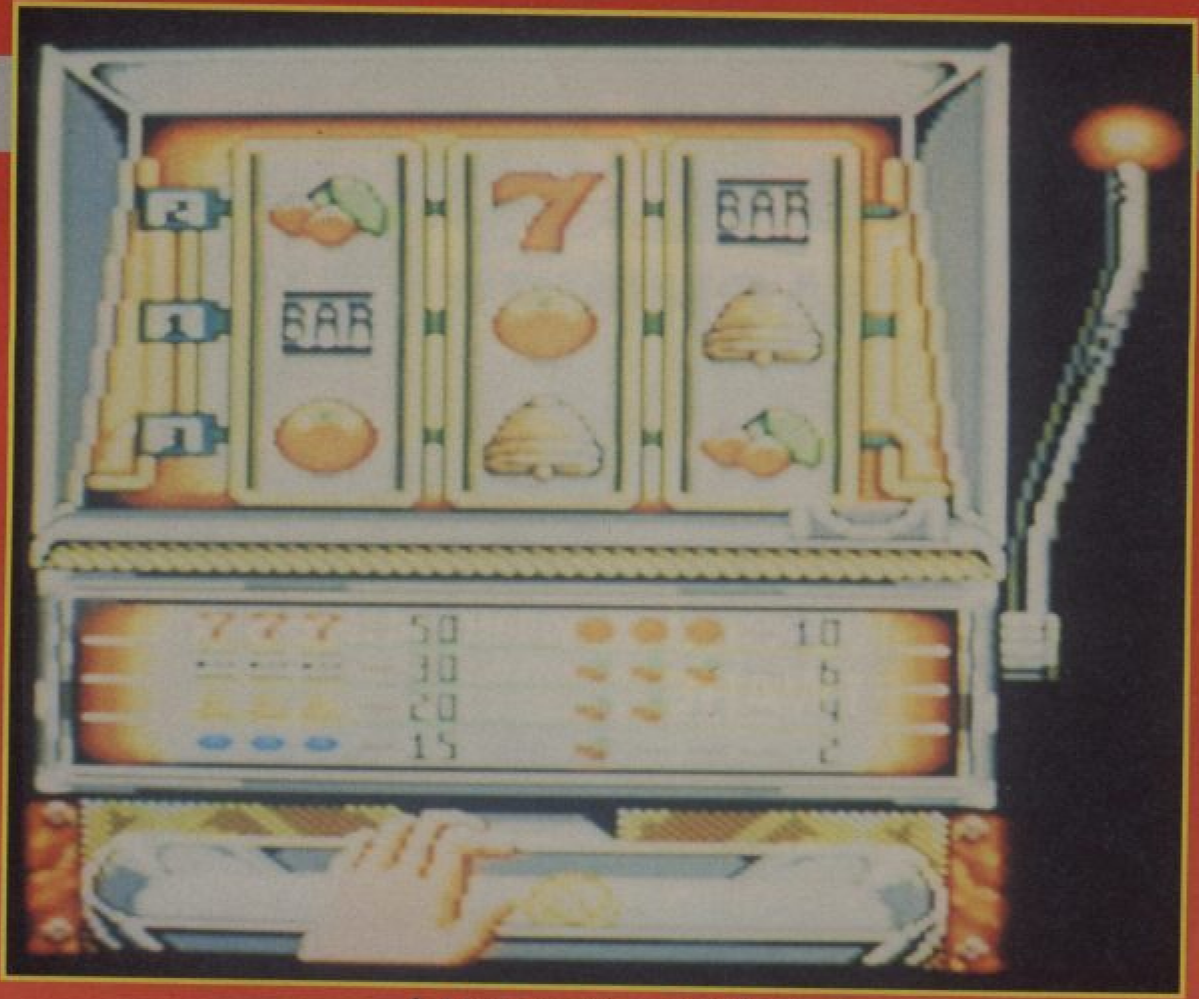
SEGA	£24.95
GRAPHICS	78%
SOUND	68%
VALUE	70%
PLAYABILITY	79%

An enjoyable Operation Wolf style game with cowboys instead of soldiers. If you've got a Light Phaser, this one's for you.

OVERALL 78%



▲ *Waste those desert scum.*



▲ *A lucky gambler collects his winnings.*

CASINO GAMES

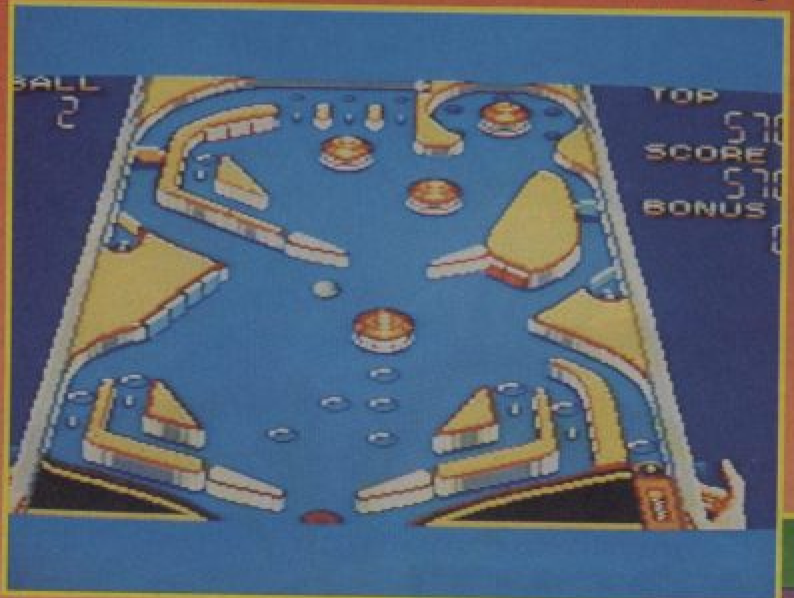
BY SEGA

Are you the kind of geezer who just can't lose? Do people come up to you and say, "You're the 100th person I've met today - please accept this big wad of dosh"? If so, Casino Games will probably provide you with hours of fun and fortune.

On arriving at the gambling house, you're asked to enter your sex and name, and are then given $500 from your account. At any stage thereafter you can put your winnings back into this account - in effect, saving the game position. Go bankrupt, however, and you'll end up walking the streets.

There are three basic games to choose from: cards, slot machine and pinball. Pinball isn't really a gambling game, more a release from spending money elsewhere. It can be good fun, but there aren't enough extras to make it worthwhile in the long run: no multi-ball, no great bonus system. In fact, there's nothing much that the modern pinball player would find exciting.

There are three kinds of card game: poker, blackjack (pontoon) and baccarat. Poker is played against one of four opponents - Nancy, Janet, Dick and Charley - each of whom has an individual playing style (ie computer difficulty level). All these games allow flexible betting and are entirely random.



▲ *A dull pintable.*

The slot machine is a 70s-style one armed bandit, so it doesn't have any hold or nudge feature and no wibbly flashing lights or sub-games. You can vary the bets (from $1 to $100), but it soon becomes monotonous.

In fact, this is true of the action as a whole. The graphics and sound are nice enough, if only functional, but the game lacks variety. There's no roulette or dice to help spice things up and you'll soon find yourself wanting more for your money.

SEGA	£24.95
GRAPHICS	77%
SOUND	71%
VALUE	42%
PLAYABILITY	56%

It's a shame more couldn't have been made of this. As it stands none of the sub-games are much fun, and as a whole it just a very average game.

OVERALL 49%

GORDON HOUGHTON



▲ *A winning hand - almost.*

UBI Soft presents

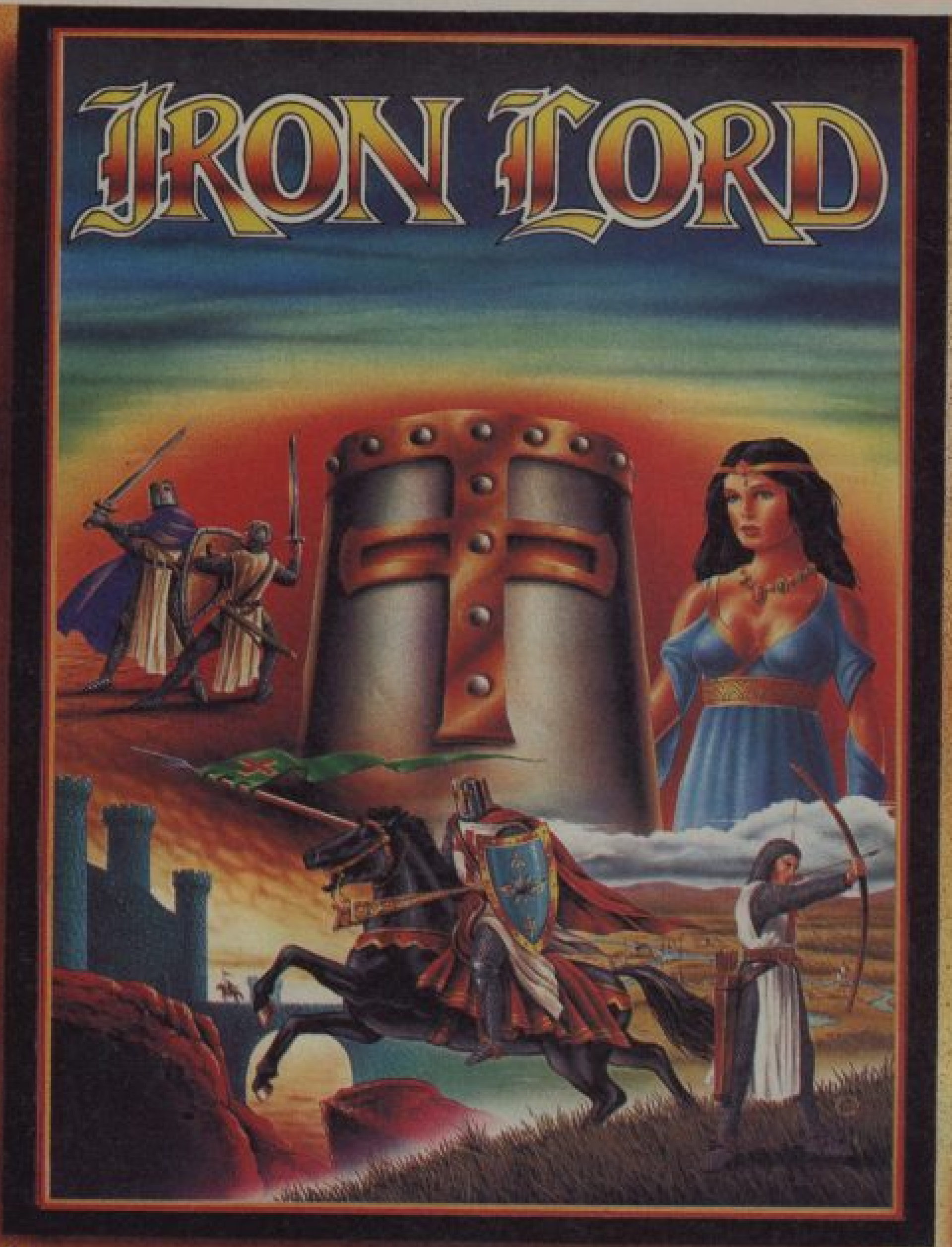
"The Crusader Of Justice."

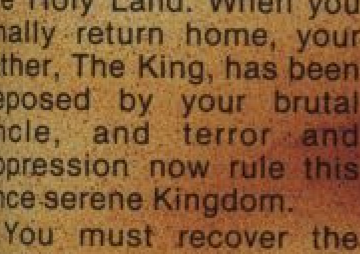
For the past 5 years you have been away fighting in the Holy Land. When you finally return home, your father, The King, has been deposed by your brutal uncle, and terror and oppression now rule this once serene Kingdom.

You must recover the throne.

However, deceit and treachery are everywhere and you must prove your birthright through guile and trials of combat in archery, arm-wrestling and sword-play...

This is a magnificent adventure set in a medieval world, where your strategy is as important as your strength.





Screenshot on ST



Screenshot on C 64



Screenshot on Amiga



Screenshot on ST



Screenshot on ST



Screenshot on ST

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BY UBI UK

UBI Soft

UBI UK
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MEAN MACHINES

ROCK ON

BY PC ENGINE

The world's been peaceful for so long that everyone's getting just a little bit bored. There are no wars, no diseases and no opportunities for making loads of dosh. Well, there is one - but only real hard men have tried it so far.

Out there in space a mysterious race has hidden vast amounts of readies, guarded by its minions; find it, and you need never worry about the phone bill again. The minions' pockets are also lined with gold, all ready to be nicked - just wipe out an end-of-level mega ship and the money's in your hand.

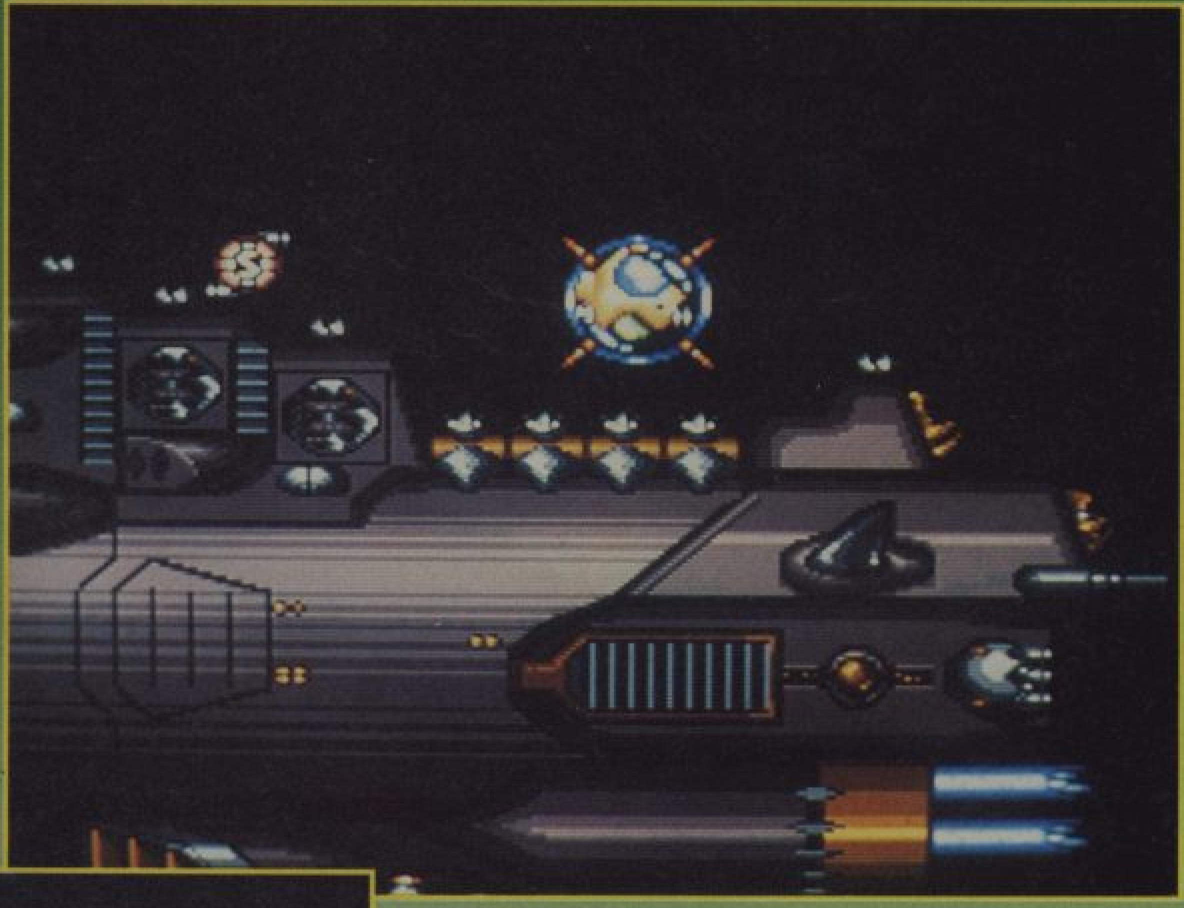
Basically, this is a right-to-left scrolling shoot 'em up with a two screens high display. Your craft is constantly pummelled by bio-mechanical ETs and asteroids - shoot them and they leave behind an impressive list of power-ups. On the first level alone you can collect 2-, 3- and 8-way fire, front laser beam and laser-wall, front and rear flamethrowers, two grades of speed-up, twin-fire (horizontal and vertical), fireball, extra lives and shields.

On level two you descend from space into the hostile alien city, defended by ground emplacements and attack craft. Here you can find napalm bombs, homing missiles, snake laser and a kind of forward-firing mini nuclear blast. You need them all.

As you'd expect, things become a lot harder the further you get, but it all has a very similar feel, and there are only four (long) levels. The graphics work well, with some beautiful graded backdrops, but slow down when a lot is happening on screen. The sound, however, is a tad disappointing.

R-Type is about the best horizontal blaster on the Engine, but this is well worth a look if only as a cheaper alternative. It's frustrating to begin with, but it's well worth persevering with to see the brilliant later levels.

GORDON HOUGHTON





PCENGINE	£31.90
GRAPHICS	81%
SOUND	72%
VALUE	72%
PLAYABILITY	81%

A very tough horizontally scrolling shoot 'em up with some original touches. Recommended to experienced blasting fans.

OVERALL 78%

LIVE!



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MEAN MACHINES

C+VG HIT!

TETRIS

It started on some huge room-filling monstrosity in the USSR, made its way through the Iron Curtain to the West, jumped up to arcade level, and now Tetris, the smash puzzle game, finally appears on the Game Boy.

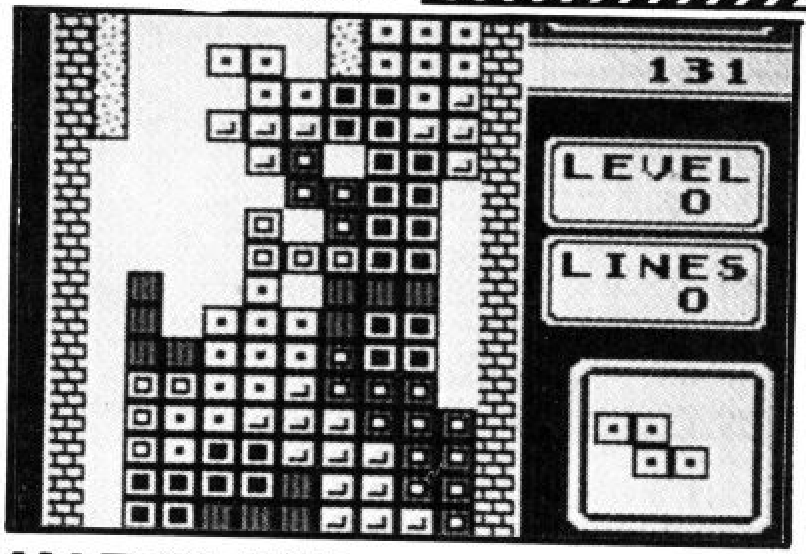
A remarkably simple concept, that of positioning different shaped blocks so that they make complete lines, remains as furiously addictive on this handheld as it is in its various other forms. Definitely one to get your porky digits round.

PAUL RAND

GAMEBOY	£24
GRAPHICS	80%
SOUND	90%
VALUE	93%
PLAYABILITY	96%

Tetris has come a long way since its conception in Russia, and even now retains its hellishly addictive qualities. Buy it or feel very silly.

OVERALL	95%



SOKO BAN

Like Tetris, Soko Ban relies on a mind-numbingly simple concept and, in doing so, ensures addictive qualities beyond question.

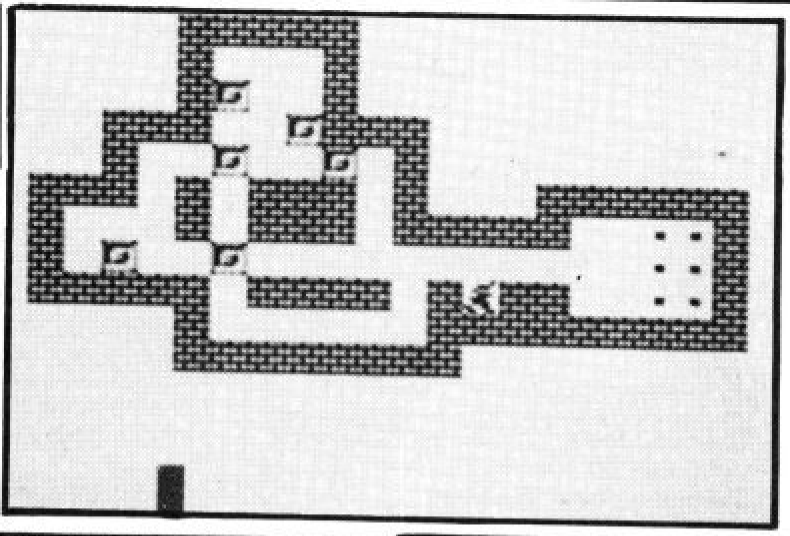
A little man is trapped in a series of mazes, each one containing a number of wooden crates. On the floor are dots, and the only way to progress through the levels is to push all of the crates over the dots, thereby unlocking the door to the next maze.

That may sound like a none-too-exciting gameplan, but just you wait until you move just one crate into the wrong position and have to reset the screen and begin from scratch! Soko Ban is an infuriatingly addictive little title; not quite on a par with Tetris, but not far off.

GAMEBOY	£24
GRAPHICS	82%
SOUND	76%
VALUE	81%
PLAYABILITY	88%

Simple but effective puzzle games are in their element on the Game Boy and this is no exception.

OVERALL	88%



MARIOLAND

Everyone's favourite minuscule, Italian person makes his Game Boy debut. And how!

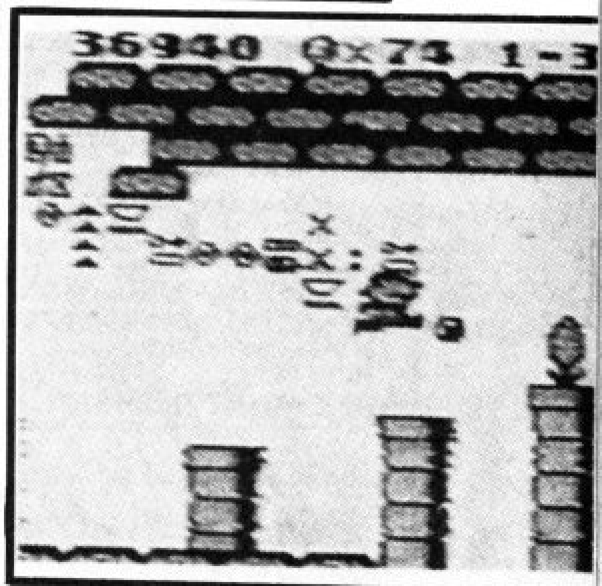
Virtually a scaled-down replica of the arcade and big brother Nintendo console classic, you play the part of Mario (who else?) in this multi-level quest for his girly, stolen by a vicious kidnapper. Hectic action (including loads of hidden bonus screens dotted throughout the four big worlds), combined with remarkable graphics (considering their size) and rousing tunes and effects ensure yet another thumbs up for the Game Boy.

PAUL RAND

GAMEBOY	£24
GRAPHICS	92%
SOUND	93%
VALUE	94%
PLAYABILITY	93%

A small yet perfectly formed Mario whizzes past equally impressive sprites and backdrops. An arcade machine in your pocket.

OVERALL	93%



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TO BE CONTINUED...

PREVIEW

FIGHTING SOCCER

ACTIVISION

Another victim of mistranslation (remember Continental Circus?), SNK's old footy game was supposed to be called something like Competitive Soccer, but life would be a bit dull if everything went according to plan wouldn't it? In fact it's a surprisingly non-violent game of viewed-from-above football, and there's not a lot more you can say about it. The arcade game wasn't a stunner, so whether the conversion will be in the same league as that king of kickabouts, Kick Off (soon to be released on 8 bit formats), is something we wouldn't like to speculate upon.

RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, DECEMBER

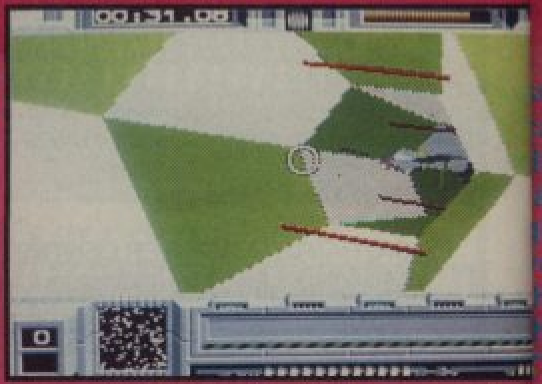
PRICE: ST AMIGA SPECTRUM AMSTRAD C64, DECEMBER

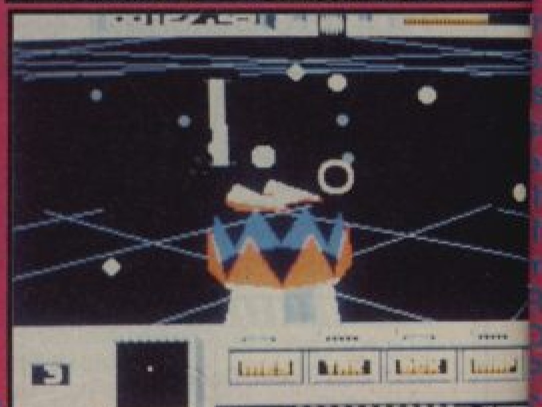


INTERPHASE

IMAGEWORKS

After many months in the pipeline, this 3D think 'n' blast is out and about, and it's flipping marvellous. Set in a Cyberpunk future, the plot concerns nefarious boffins feeding people dodgy dreams when they plug their heads into the computer at night. You and your girlfriend decide to put a stop to all this, so she tries to infiltrate the 25-floor computer building while you sit at home, hacking into the building

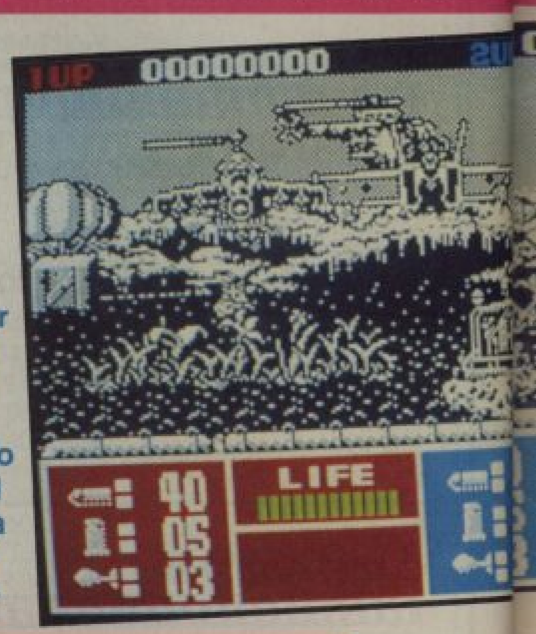




OPERATION THUNDERBOLT

OCEAN

Taito's two-player gun 'em down comes to your humble Spectrum, and here are the pictures to prove it! The terrorists are coming and it's up to you and your khaki-clad mercenary mate to put a stop to their hi-jacking escapades. The conver-



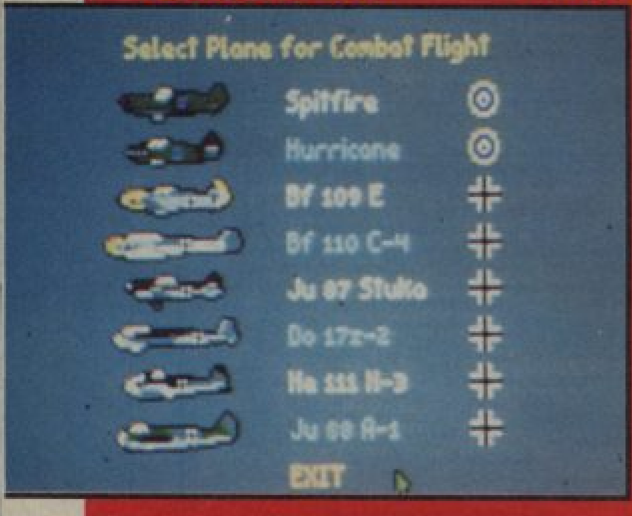
BATTLE OF BRITAIN

US GOLD/LUCASFILM

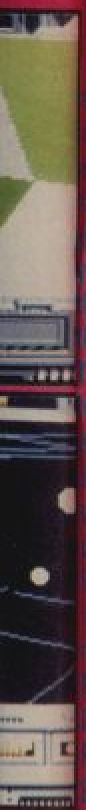
Ever wanted to fly a Supermarine Spitfire? Experience the muffled throb of a Rolls Royce Merlin engine, prang a few Jerrys over the south coast then wing it back to the officers' mess to share that bottle of twelve year old Scotch with Ginger and Biffo. The whiskey they can't promise, but Lucasfilm's follow up to Battle Hawks 1942 should include all sorts of period dog-fighting as well as bombing runs over Hitler's major industrial centres. Jaz flew over to the USA to see the game on the Lucasfilm ranch and he reckons that Battle of Britain scores as highly on authentic detail as Battlehawks did. Should go down a bomb in the German market!

RELEASE: ST AMIGA PC, DECEMBER/JANUARY

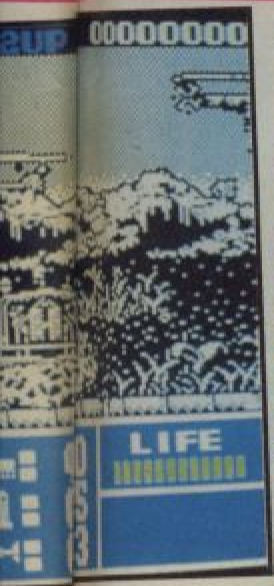
PRICE: ST AMIGA PC, £24.99





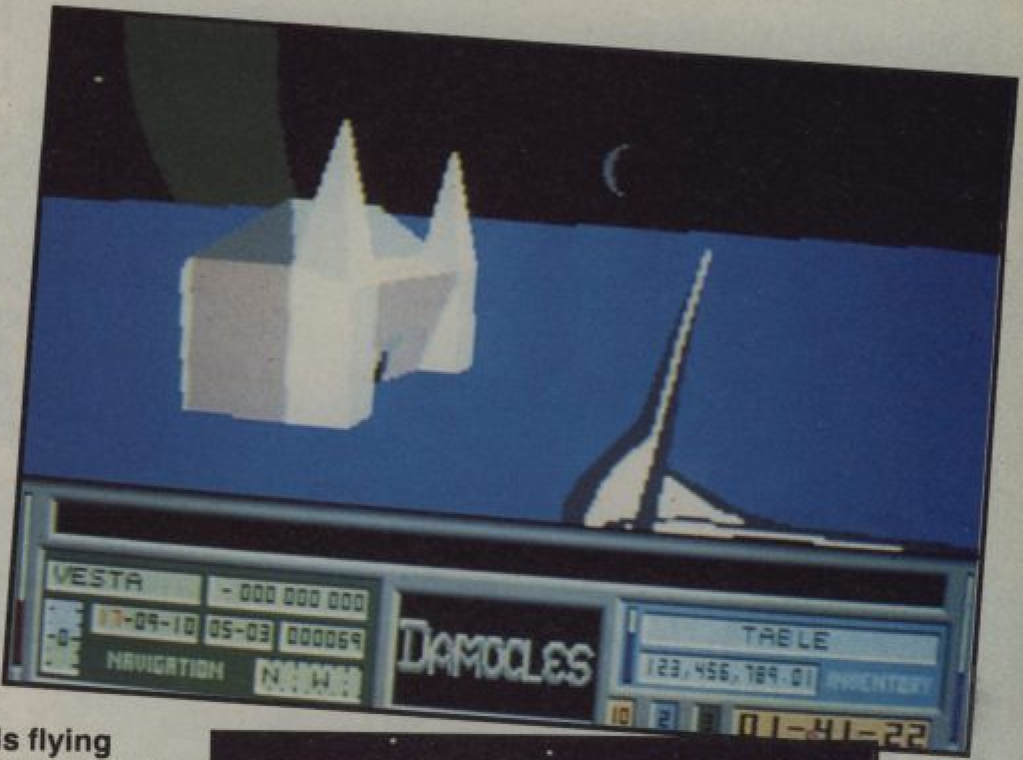


ecurity systems so she an get through unhin- ered. The hacking bit akes the form of a Star- lider II-style 3D blast as ou take your hackship hrough the innards of he computer, taking out V camera circuits, and iggering pressure ads. The nearly fin- shed version we've een was most im- ressive, and we predict he perfect cocktail of ookin' 'n' firin' will ake this one a winner.
RELEASE: ST AMIGA, ECEMBER
RICE: ST AMIGA, 24.99

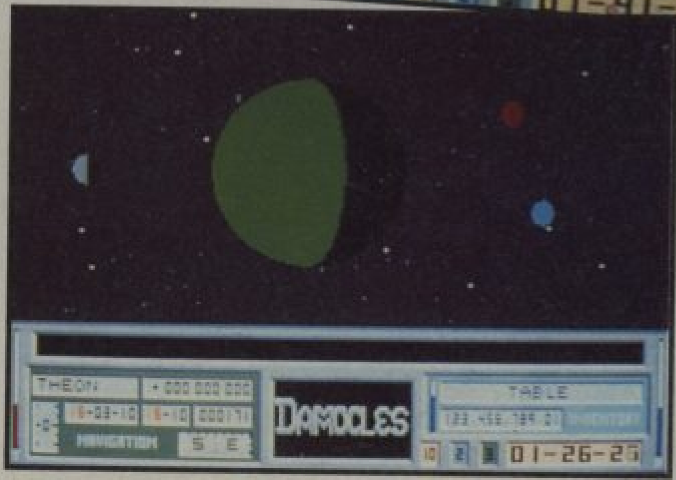


sion uses a powerful new sprite handling routine, which can put loads of images all over the screen, very quickly. The practical upshot of this is that the game looks very impressive indeed and is guaranteed to be wowing arcade fans this Christmas.
RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, CHRISTMAS
PRICE: ST £19.99, AMIGA £24.99, SPECTRUM £8.99, AMSTRAD C64 £9.99

DAMOCLES NOVAGEN



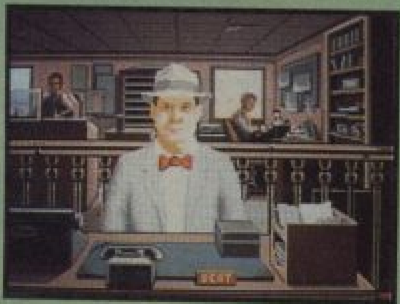
After months, nay, years of work, Paul Woakes is just putting the finishing touches to his sequel to classic 3D arcade adventure, Mercenary. You'll recall that, in the original you were heading for the Gamma system when you crash-landed on Targ. Having escaped from Targ, you then continue on your journey to Damocles, a comet which is due to collide with the planet Eris very soon. Stopping the comet entails flying around the Gamma system, and searching city complexes for something you can use to divert or destroy it. Naturally, Benson, your ninth generation PC makes an appearance, as does the Palyar Commander's brother-in-law, who's still cheesed off about you nicking his ship in Mercenary. Expect the review very soon (we have been, for a couple of years).



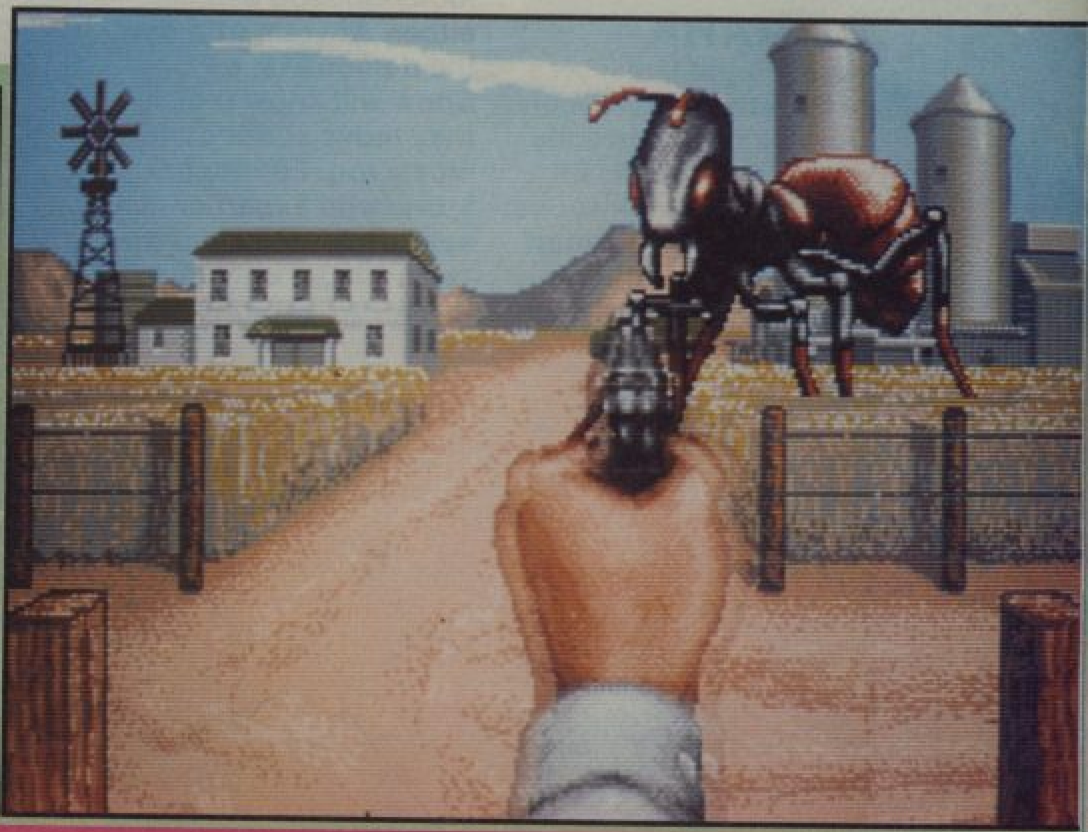
RELEASE: ST AMIGA NOVEMBER, PC TO FOLLOW
PRICE: ST AMIGA PC, £24.95

IT CAME FROM THE DESERT

IMAGEWORKS



The latest and greatest of the Cinemaware adventures which concerns a desert town overrun by giant irradiated ants is sitting on the pad ready for a Christmas launch. The bad news is that it's looking like it's only going to fit on Amigas with a megabyte of memory! What a bummer, eh! Mind you, judging from a demo we've seen, it may be worth shelling out all that extra dosh, because it's looking fantastic - lots of speech, seven arcade games and loads of B-movie atmosphere. Look out for it very soon.
RELEASE: AMIGA, LATE '89
PRICE: AMIGA, £29.99

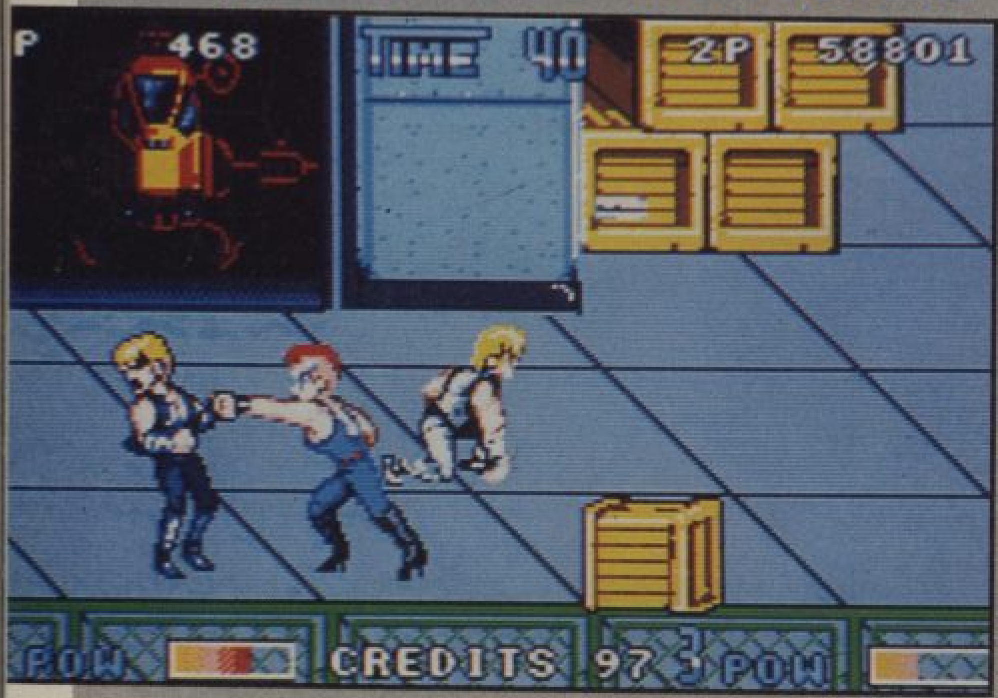


PREVIEW

DOUBLE DRAGON II

VIRGIN

Virgin's disastrous conversions of arcade street beat 'em up, Double Dragon weren't exactly the toast of the town last Christmas. This Christmas, they're trusting the conversion of the sequel to The Sales Curve (programmers of Silkworm), and as you can see from this ST screenshot, it's looking very good. However, as the Bard put it, "fancy graphics maketh not the game", so we're going to play it safe and say, "wait for the review which is coming soon".
RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, CHRISTMAS
PRICES: ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99



HARD DRIVIN'

DOMARK

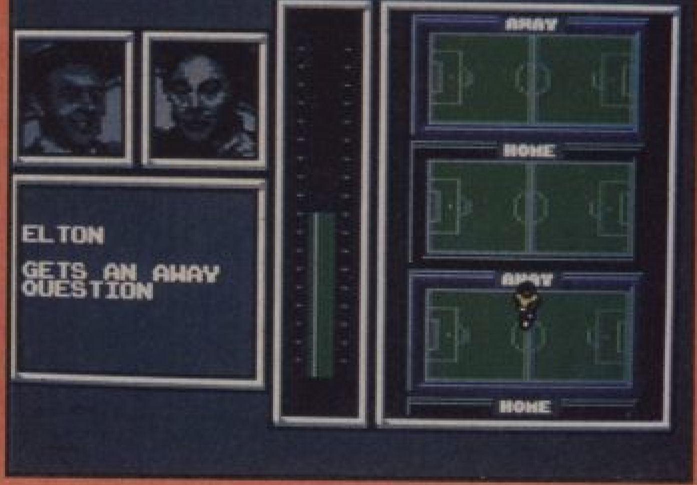
We missed the Hard Drivin' update last ish, so to make up for it we've got pictures of the latest work on the ST and Spectrum versions. Pretty damned amazing, eh? We'd be interested to see just how fast and smooth everything goes though, and for those facts, we'll just have to wait for the exclusive review next month.
RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, DECEMBER
PRICE: ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99



SAINT AND GREAVSIE

GRANDSLAM

How on earth do you make a game based on Ian St John and Jimmy "It's a funny old game" Greaves? Easy. You don't. Just knock up a few (over 2000, actually) footy questions, chuck them in a box and pay the Saint and Greavsie

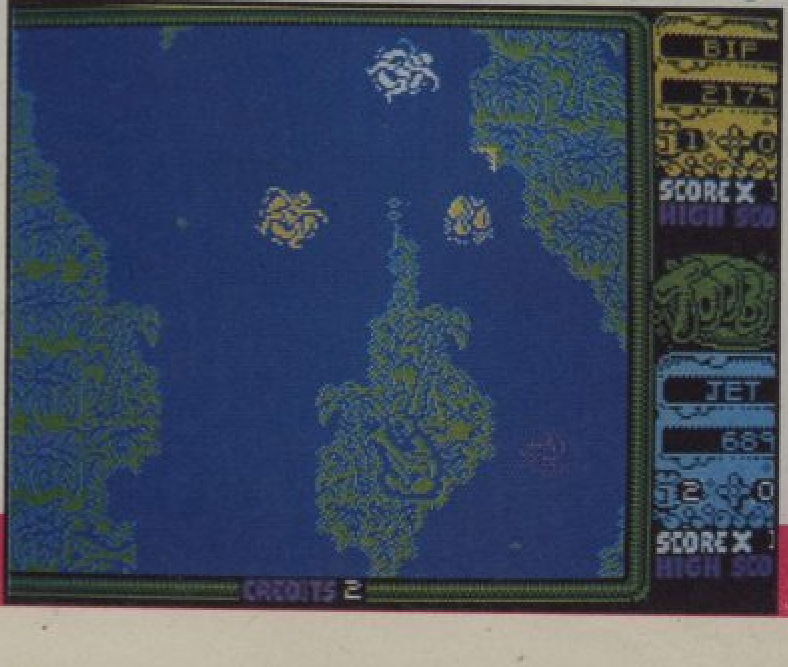


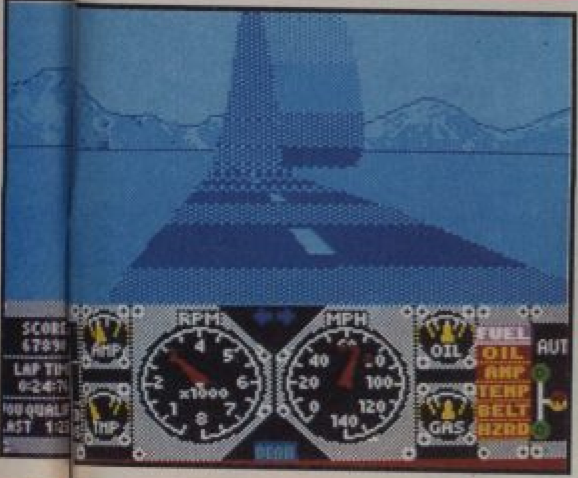
TOOBIN'

DOMARK

Here are the latest pics of the other conversion Domark have currently got on the burner. Bif and Jet (and their toobs) are looking dead smart on the ST, and the ole Speccy version doesn't look none too bad either. Anyone who saw the demos at the PC Show will know that they move about quite nicely too. For the full story, with expert critical appraisal, check out the review in an upcoming issue.
RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, NOVEMBER.
PRICE: ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99











to put their names to it, which is what Grandslam have done. Well, not quite. All they did was pay the producers of the original boxed trivia game to let them do the same thing on computer. So what you get is the same sort of brain-melding soccer quiz but without the risk of losing cards down the back of the chair, having them eaten by the dog, mum accidentally hoovering them up...

RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, DECEMBER
PRICE: ST AMIGA £19.95, SPECTRUM AMSTRAD C64 £9.95







ELVIRA - MISTRESS OF THE DARK

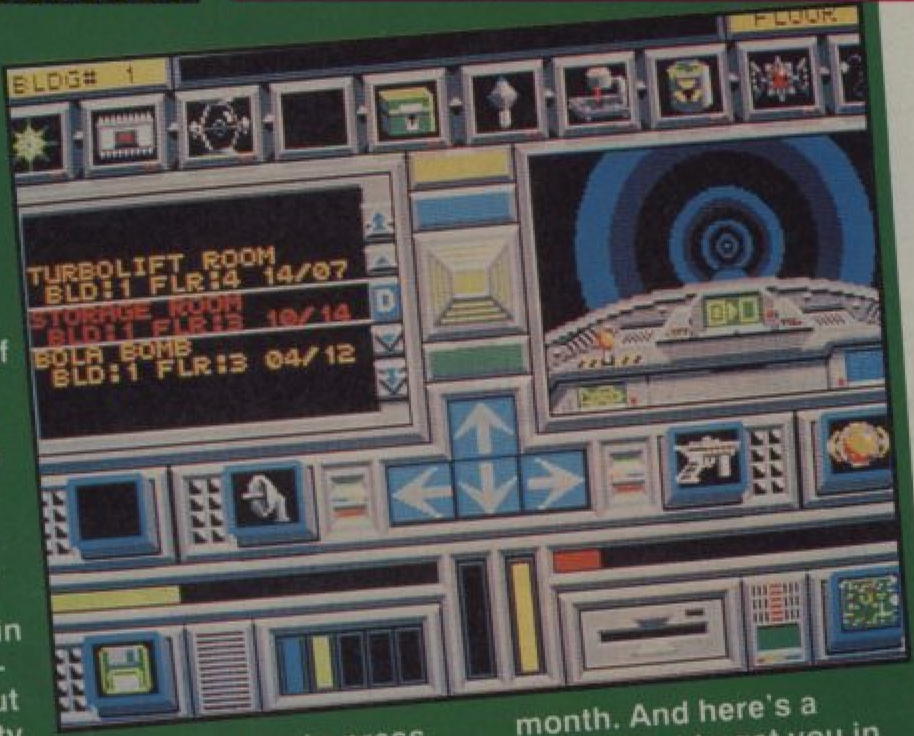
HORRORSOFT

Crikey! Ensure that there's a settee nearby to cower behind when Elvira flies into your living room on her broomstick. Elvira, star of stage and screen (although which stages and screens we're not saying) has moved into the castle home of her ancestor, the evil sorceress Queen Emelda and, in doing so, has brought the nasty piece of work back from the grave. And guess what? It's your job as freelance ghostbuster to, well, bust the ghost! As you can see from the screenshot, everything's looking mighty scary, with generous helpings of ghosties, ghoulies and similar denizens scattered liberally around.

RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, HALLOWEEN (!)
PRICES: TBA

DAY OF THE VIPER

ACCOLADE



Lessons to learn by Vol 26678: never let machinery take the place of Man. That's what the silly humans did in the late 21st century, much to their dismay. Their creation, GAR or Genetic Android Race, turned nasty and fled, building a robot army in his exile before returning to Earth to wipe out mankind. So it's a hefty challenge ahead for anyone wishing to take control of the Viper Five infiltration droid with the intention of stopping Gar and his motley crew in their tracks. We only received the finished version as we go to press and an early scout around tells us that this is a game which will need some playing before we can bring you the review. But rest assured, it'll be here next month. And here's a screenshot to get you in the mood.

RELEASE: ST AMIGA OUT NOW, PC EARLY 1990
PRICE: ST AMIGA £24.99, PC TBA

PHARAOH

RAINBOW ARTS



Pharaoh is being programmed by the team which created Joan Of Arc, and is a mix of action, strategy and adventure which takes place 3000 years ago in ancient Egypt. The gods are involved in a scuffle between one another, an argument which culminates in the decision to execute the heirs of all the Pharaohs. However, Amon-Re, God of the Sun, saves a young prince (that's you, by the way) from the clutches of the other deities, intending you to show the Gods that Pharaohs don't all muck their job up. That's the task - climb up the social ladder until you reach the status of Pharaoh, keeping the Gods happy and, at the same time, making sure you're not making too many enemies.

RELEASE: ST AMIGA DECEMBER
PRICE: ST AMIGA £19.95



BLUE ANGELS

ACCOLADE

What? ANOTHER flight sim? Yup, 'fraid so. This one's from those lovers of car sims, Accolade, and it's called The Blue Angels because it's been named after the Blue Angels formation flying team, the US equivalent of our own Red Arrows. Take to the skies in any one of four F/A-18 Hornet fighter jets and join the Blue Angels in their death-defying feats of aerobatic skill, soaring above the clouds, plummetting back down again and







doing other equally dangerous things, all in the name of entertainment. Review coming your way faster than a speeding air traffic controller (and that's fast, buddy!)
RELEASE: ST AMIGA PC JANUARY.
PRICE: ST AMIGA PC £19.99





NINJA WARRIORS

VIRGIN

Another three-screen coin-op comes to your solitary monitor. Sales Curve are converting this Taito game which stars a robot ninja hacking his way through strange cyborg hunchbacks and dozens of chappies carrying heavy artillery. If they shoot you, bits of pseudo-flesh drop off your body, revealing the cyber-skeleton beneath. Nice, huh? It's sideways scrolling hyper-violence incarnate and it can be yours, this Christmas. Whatever happened to "peace on Earth", and all that stuff?
RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, CHRISTMAS
PRICES: ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99



ROCK AND ROLL

RAINBOW ARTS

Get ready to shake your funky stuff down to the floor with Rock And Roll, in which you have to guide a ball through 32 colourful levels, absolutely jam-packed with adversaries such as gaping chasms, powerful ventilators which blow you to kingdom come, teleporters and ice. Over half-a-dozen boppy tunes will be on hand to will the player on, but groovy music is no good without a game somewhere in-between. And you'll have to wait for the review to hear how it plays!
RELEASE: ST AMIGA C64, DECEMBER
PRICE: ST AMIGA £19.95, C64 £9.95





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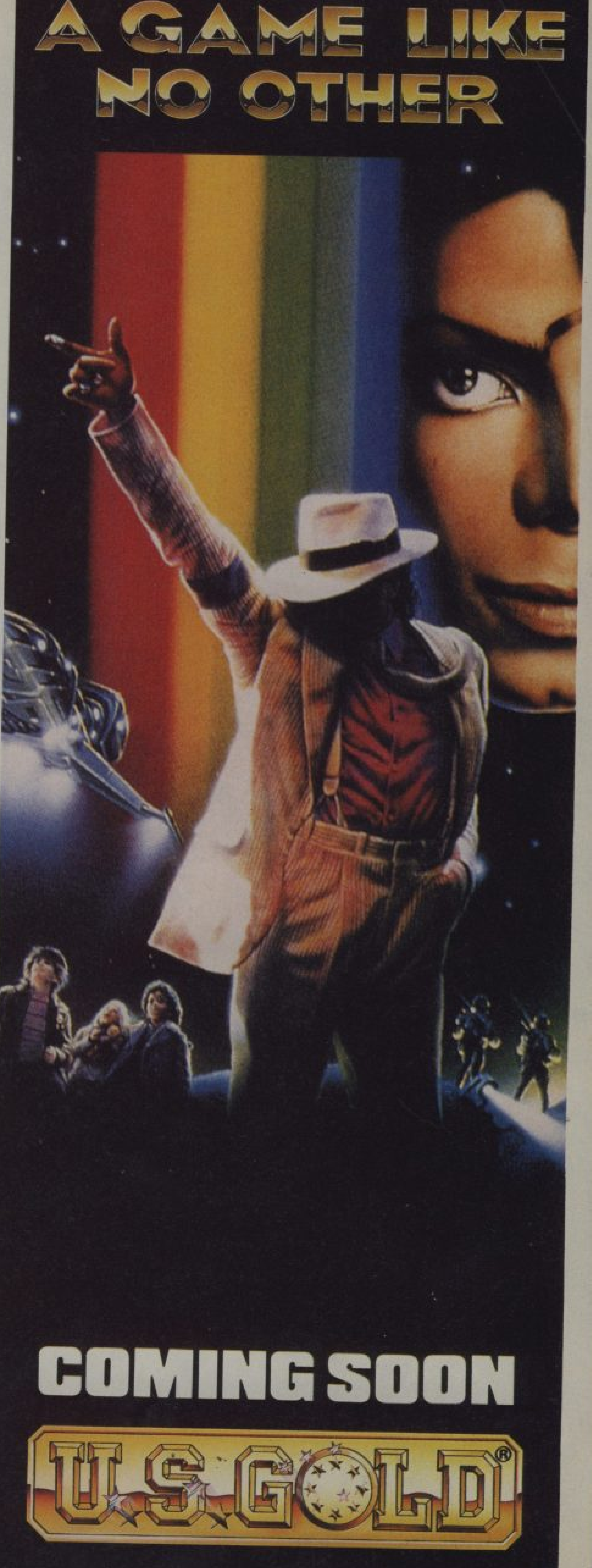
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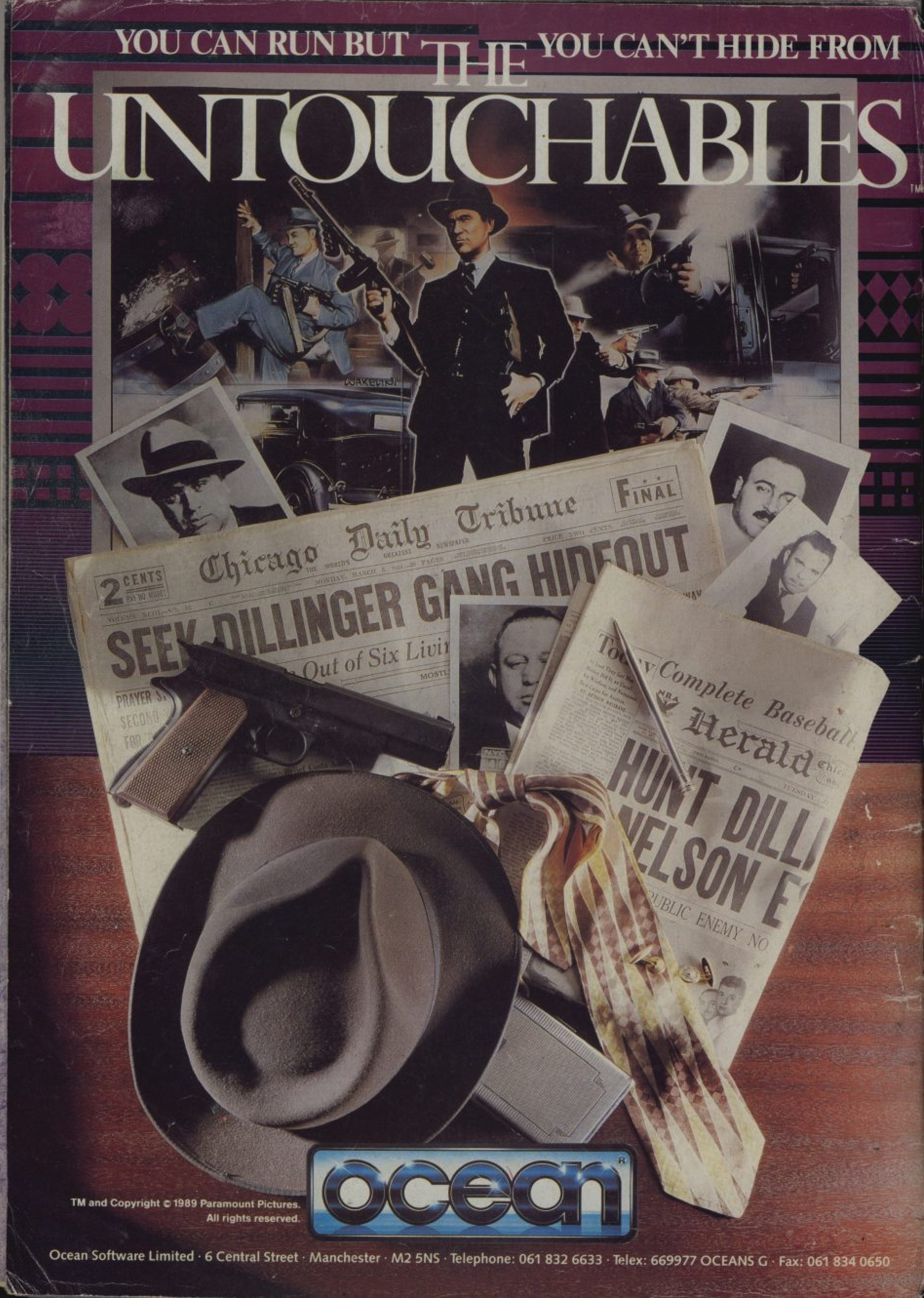
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